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- · Six wheel mayhem for driving nuts.



# **BEYOND THUNDERDOME/P134**



# ENTS

### THIS ISSU

 We've had some neal prizes to give away to the growing number of C+VG addicts in the post — but this issue we've gone completely O.T. on the competition front.

Thanks to Elife we've get a genuine COMMANDO arcode machine to give a way to the first prize winner in our great CFVG Charibusters Competition.

And that's not all PSS, the people who brought you the hottest computer pinball game around for the Spectrum and Amstrad have come up with a REAL pinball machine for the winner of aur Design a Pinball competition.

So, If you want to turn your home into an arcade, you want to miss these two terrific competitions. There's tons of software up far grabs too.

Goanles is going to be one of the big movies this Christmas and you could win lickets to go and see it — plus a Goanles treasure trove from Detesoft and U.S. Gold

Once you've riped the issue open to get at the entry coupon you can settle book to read Keith Campbell's Book of Adventure REE inside this action packed issue Therefore review a big helping of the Adventure Helpine, features and you guessed II, another competition, for could win a Gobilinity person

stereo from Sarad of the Rings.

Arcode Action hits you with a game that's going to take the orcodes by sorm. Called Geunstlei als like nothing you've ever seen before.



# MIKRO-PLUS/REVIEWS/P14



MASK> NEWS/8





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How would you like to be blasted out of the sky by anti-aircraft guns?

Or perhaps you'd prefer to be vapourised by a Thargoid starship.

Or eaten for breakfast by mutant rats.

Well, you have all this and more to look forward to, if you get a Sinclair Spectrum +:

Because there are more games available for the Spectrum+ than any other home computer.

(About 5,000 the last time we counted.)

Not all of which lead to such sticky ends, we might add.

You may, for instance, rather battle it out on the chess board with a Russian grand master. Or cross swords with Nick Faldo on the golf course.

You won't just have the pick of the current titles either.

You'll get first shot at the new ones too. Because most of them become available for the Spectrum + before anything else.

And because there are so many other Spectrum owners there are more books and magazines and clubs to join.

So if you get a Spectrum +, you may well end up in a Grand Prix pile-up.

And your chances of being killed by Gremlins are very high.

But you'll never die of boredom.

sinclair



Here are a couple of screen shots from an exciling new totally interactive graphic adventure "movie" soon to be released by Arielmoft, Collect Wild West II comes from the Hungarian Andromedo saftware team, li features some unique 'zoom' techniques and much more II you want to become a gun-faling Pale Rider, watch out for this one in your local computer store It's extremely playable - believe us Full review next month — plus a special feature on the software that's coming to you from behind the you curtain. Don't







Fallowing hot on the heels of Rucing Destruction Set, Activision are soon to release their own racing game with a construction set colled Feet Tracks

The game is based an the orlainal Scaletric slot car concept where you can build up any shaped track you like, and then race an it against your friends ar, in this case the computer.

After Involve, the allique in asked to select between ravino on one of the presel irocks that come with the program, or

designing a new one. il you decide la construct your own track, you are presented with a larger grid in a window on the right-hand side of the screen, which scrolls over the whole area that can be built un. The left hand third of the

screen contains a verticallyscraling many which holds all the track pieces that can be used to construct your circuit. Actually constructing a circuit couldn't be easier. You simply move the cursor with the loystick to the track menu. Moving up or down causes the menu to scroll in the appropriate direction until you find the piece you are looking for, Pressing line picks up the chosen track and you can now move ii to the construction

window ready for placing When you find the right plaze simply press the fire oppin and the track is placed so the mon Fast Tracks lets you review the track you are building an a small scale, 2D view at any lime

Electric Dreams are also resureding Automoto's innovative Days Ex Marhina program Dous legtures a proper audio soundtrack on a tape which you play in sync with the game. Electric Dreams are repackaging and repricing the 64 version of this game II will cost £9.95 — and if you miss it al that price you're obsolutely crazy.

Stritish Telecom have proved to be real stick in the MUDs with their mega-interactive adventure. Technical problems are delaying the founch of the lists notionwide Multi-User Dungeon game. The good news for existing subscribers is that they will still be guaranteed free credit for the triol period whenever it tokes nlove

The Great M.U.D Challenge

familian C I VGs own champion adventurer battling against fellow Muddists will now take

place in the Spring. Watch this seace for more details. M.U.D's lounch manager Mike Anderiesz sold There board been a program of this size or complexity before. The problems we're experiencing are just last minute bugs





This is i, of the Mesk, the stest game from Sandy "Ant Attack" White, Mask features. the most advanced 3D graphics yet seen on the Spectrum, it should be out soon on the new Electric Dreams lobel, The game is all about reconstructing a lang lost mega-rabot - wortch for a full

review next Issue Meanwhile





WHO'S IF

Disturbing facts obout little people octually LIVING Inside your computers have been uncovered by C+VG's Investigative reporter DAVID BISHOP. Why has the truth been covered up for so long? Who ere these creatures? What do they want? And why do the eat so much? In this EXCLUSIVE report. C+VG uncovers the mystery of the Little Computer People... Here David Bishop tells how the L.C.P.s were discovered in - where else - the good old USA...

DATELINE: DEC 15th 1980 David Crone (who would go or in write such notables as Pitfell and Gheetbusters) was thinking about computer systems A nigaline alitch was bugging him. Perfect code was going in but mumbo-lumbo was coming out DATELINE MAY 7th 1964 Rich Gold, on orbst muscian with moderale compuler experience was off key! Every D-flat he puched into his computer come sharp....not a pretty sound! DATELINE JUNE 11th 1984 Gold Theorised that The continued glitching he was encountering was caused by something ar someone inside his computer playing havoc with his DATELINE: JUNE 25th T984

James Wickstead & Associates the well known electronics design engineers, brought in to occurences in Gold's computer DATELINE: NOVEMBER 2nd 1984 After months of research

suspicions began to grow, The Irequency of glitches was Increasing as if someone was trying to tell them to 'ga away'. The research team could almost perpetrators by setting up tolischfrom scenarios' creating situations that invited tampering Jhey were never disappointed !

DATELINE: DECEMBER 23rd

conclusion that whotever or whoever was in there probably knew all about them because

# BEEN SLEEPING IN MY COMPUTER..?

arything entered into a ramputer has to pose lifewigh the user. This fed to a "Irrendship treaty." Waybe they like us, it so, we have to create a confortable environment to lura them aut; exclaimed Gold, who further postulated that the contiquier dwellers would probably know of and want, of the modern and want of the modern.

one wont, of the hopers amenities of a modern home, DATELINE: JANUARY 9th 1965 Bock in Mountain View, Californio, David Crone sets up the Activision Research Group (ARG) to Investigate stronge

DATELINE: JANUARY 22ed 1965

Crave hears of Golds work and they decide to your faces. Work begins in earnest to life it the right environment in which the computer dwellers could feel at home. They begin working night and day on everything from lurnishings to plumbing to electrical necessities for the

"home" they were creating DATELINE: JUNE 1st 1965

At lost, ofter months of trial and error the house an oldskiss lendly ready to be loaded into the Apple At first nathing happened. Then after againsting minutes the doarbell rong twice! It is year, saldow that a

If its very seldern that a computer game ran be collect completely ariginal. Yes, many are riever with original therees or game play elements — but strip away all the graphics and sound effects and, like us, most games are alike.

Il Is, therefore, a moment to savour when you actually load up a program that is totally unlike anything you have ever seen before. Activision's Little Computer People Is such a program.

imagine litis guy anly ane-inch trial, living in your computer going about his daily fule without a care in the world. Apparently occurreding to Activision, most computers are inhabited by Little Computer People (LC.Pls) and each are is different.

With their House-on-o-Disk' you will be able to entire the L.C.P. Into the house displayed or the screen.

What his name is or what the personality of your LCP will be can only be guessed at until he moves in, and you don't even know when that will be because some LCPs are more timid that

What makes this program so special is not just that it is a refreshingly ariginal idea, but the parastaking attention to datall in graphics, sound effects



and design, Combine Ihls with the fact that every LCP will be different in some respect surely a hall in computer software—and Activision have a sure-five winner on their

hands. If even may prove as influential to future game design as Miner 2049er or Pecmus have been

Mhat you get! In what pramises to be on

allegantly predured pockage you will get one CSM 64 (loopy loop version very likely to follow) controlling one "house-on-a-disk". A full relatur 14 page glosy magazine is also included which explains how LC Pa have a vote and poy toxes; while the Pentagon cala: Whose side are they an answar?

The instruction manual sells you all you need to know about looking ofter your L.C.P. and how to communitate with, feed, give presents to and scratch the head of your newly adapted (riend Loeding your "Heuse on a

Disk" for the first time.
Having entered my name (you only ever have to do this ance) and the date and time, I walled eagerly for my 1541 snalldrive to cases whitting Finally a

and the date and lime, I walled eagerly for my 1541 analidries to cause whiting Finally a beautifully designed but uninhabited house appeared. Three at four minutes passed with nothing hospening, but then, just as I was about to try reloading the dearbell rang!

Moments later the door opened and an unsure looking face peeked through. The lace was followed by a body as my LCP, took his first few tentative

steps in his new home.

During lihe next len minutes or so the latest addition to my monitor set about exploring

svery nook and rranny of the house, opening a cupboard here, a drawer there, and even investigating the riosel. Then, suddenly he left. Models he desert like the

Maybe he doesn't like the plare" I thought liut a lew minutes later he was back beaming from eye to eye, carrying a large grey suitcase. He had even brought his doo!

He had even brought his dog! My LCP want stronght up to his new bedroom and unpocked behave going down to the kindle far a snock and a drink of water larm the cooler Soon afterwards he well upstant, sol down at his typeriter and wrote me a letter explaining how nick he thought the house was and shouldn't he really be polying rent? He signed

is Drew
The typewriter is a good exemple of the metitudias ordered in the metitudias ordered in the property of the property o

Other features abound, such as Drew's hands moving in perfect time with the notes played on his plana, or the leeding of the dag, if you give Drew a ran al doghood hell go

over to the bowl to see if it needs lilling

If it is empty hell put hall the tin is the bowl and the rest in the Indge III, however, there is a cleady some in the bowl then Drew will put the unopened tin in the rupboard until it is needed.

In the rupboard until It is needed With such a new concept, treated so beautifully, many people could lind themselves forming long and meaningful relationships with their LC.P. In

people could lind internsever loarning long and meaningful relationships with their L.C.P. In short, Activision have a real winner on likely hands with this one!

The HOUSE ON A DISK

created by Crane and Hald now commercially available for the Listle Computer People (LC.P) in your Commodore 64 BECREATION ROOM

RECREATION ROOM
Complete with TV sterso and well luned upright plans. All

well luted upright plano. All L.C.Ps are musically innined but some one more gifted than others. I.C.Ps after relax in front of the box or proctice their latest linvalla moves to the newest disco sounds on their stereo

What LC.Ps.get up to in the closel is one of the mysteries as yet unsolved by researchers. Recent data shows closel popularity is delinitially on the increase!

TYPEWRITER
For those more literary LC Ps
this is a must and provides their
roln means of communication
with humans because, after

C+VG PRFVIFW



SPECTRUM 48K

# 

### BLUTTAN

22nd February 1 Weaks in Charts

Blue Max is cortains ormal came

### -41 TH

April 1985 Weste In Charte 23 Absorbing, addictive

orbing, addictive fun to play' h Smash

## 11.

Weeks in Chara

wiii you survive the fak: 'our Computer

### aTarau

1986

Animation is great, you want a good punch up Rocco is the game for you' Computer & Victor

### 10000

Entered UK Charts 19th December 1964 Weeks in Charts 18

and addictive 'Long life in terms of apport

A CHARTBUSTING COMPILATION FOR SPECTRUM PACKED FULL OF PUNCH



learn) to type perfectly in English!

FILING CAMHET L.C.Ps like to keen things as tidy as possible Packs of cards, books

ol onagrams typing poper they re all here

Forly experiments with water beds proved disastrous to computer circultry so traditional firm-matressed beds have been provided to allevente certain back problems coused by cramped living conditions

BATHROOM

Raine institutous little constumes L.C.P.s always wash their hands ofter gaing to the loo and their teeth after meals so a basin and cabinet are essential L.C.Ps love to take long showers althquah there have been recorded

· Hom we print for the first time anywhere extracts fram the dlary of a little computer nerson. The tiny book was found lying beside C+VG's trusty C64 one morning. Could the

L.C.P.s be trying to tell us somothing? THE SECRET DIARY OF DREW -

AGED 1% Wed. 271h September:

5.37pm. Spent on amusing ofternoon flokering with a amazom my human was trying to run. He looked most upset I must try and lind out what this ritual al trying to pull their own hoir aut is all about. Very strange Thur. 281h September:

10,1300 Discovered something new in my computer. Am debating whether to investigate.

10 16 .... My curtoslly has got the better of me I'm going to take a look If anything should happen to me I

leave all my worldly circuit boords to my cousin Burt. 10 10 ---It would appear that the human

I've been observing for same time has given me a house to ive in It may be a trap! 10 25 ---

This is great all the mod cans I ever dreamed of seem to be here. Stereo, phone TV shower pas cooker the works I've even nel TIV own computer fue decided to throw caution to the wind and mave In. Wha knows, maybe my human wents to

12.01 pm.

Just linished moving all my things in This place is really nony. The dog seems happy enough too. But remember how complaints about lock of hot

............ Even LCRs have to get up in the DRESSER

The drawers are full of changes conscience L.C.P. Pyjamas are also

kept here

LC Ps. like grybody else have ig purform certain bootly lunctions Fortunately Crane and Gold were thoughtful enough to put the toilet behind closed doors, LC.Ps. value their privacy too you know! They also never force! to pull the chain.

KITCHEN

for more L.C.Ps this is the most important room to the house and

lang # took me to home 12.17 pos Had my lins meal in my new

house Teeling very happy. 12.18 om. find the door 12.52 pm Can thenas get any better?

There's a mano upstairs and I just had a au II s a breeze after that SID chip. 12.36 pm.

My human's called Dovid. He's just been talking to me Can you believe 12 6.40 pm

The phane didn't stop ringing this alternoon It's typeral, get a new house and suddenly everyone woots to know you. From time to time vanous humans gathered mund their side of the monitor screen to see what I was up to. Honestly don't they know the meaning of the word privacy

Still I decided to humour them. 9.27 pm. It's getting a little chilly so I'm going to light a line I saw some

logs autside the front door on 11.45 pm

Just watched a great movie on TV about these guys going organd exterminating abosts. think I'll try and learn to play the there music on my plano It's

guile a catchy tune Time for Fri, 29th Suplembur: 12.47 em

Con you believe it! Just as I was on my way to bed David asked me to play a game with him I meon . It's the middle of the

night! Still, life does have Its little compensations 1 won \$23 off him playing pokes he really hasn't gat the faintest idea 3.03 em.

Gal up to gu to the little persons room and, while getting a alass of water naticed that Dravel horiest left me any more

comes with nonele storage space a caaker water fountain, I ridgeleaster air The don't bowl is on the Hoes

STUDY

Ol course I C Pa hove their own computer, the overland is one there even smaller L.C.P.s (rving Insule these? L.C.Ps keep their book callections here too LIVING POOM

Doe of the most sparious month

in the house conlete with orrechoir log lire, reading lamp and phone. All LCPs spend a lat of time on the phone - to whom nobody knows. FRONT DOOR

This is where LCPs keep their woodpile to leed the line when It's cold Presents such as records, books and food (for both does and I C Ps) can be left here lood I'm a little concerned but

I'm sure hell remember before the morning 7.40 em Slept well Still no load This is servers. Decided to write my human a letter 2.55 am

Did same exercises in the hadroom Hondly a substitute for two eggs sunny side up but of lend if their my mind off land for a little while. I feel a little weak This is getting serious.

1.55 pm. Still na reply to my letter. Decided to write another one Maybe III try to ottoot his attention by asking him to play a game or bonging on the screen Water almost run out Things one getting a little desperate 4.00 pm

feeling III, I'm even tuming green Am going to bed Maybe this will increase my sympathy 5.20 pm

At last! He's remembered me! About time too 5.22 pm. Had slap up meal to celebrate I

9.55 pm Ate super then sat down to read the newspaper, Read on Interesting article about little people living in computers. Have They only just realised? Maybe Reuters could syndicate my life

9.57 pm Wrate a letter to Reuters Thurs 3rd October:

8.40 mm A letter arrived from a magazine celled Computer and Video Games this morning. Apparently Reuter weren't interested but passed my letter on to these guys

who want to publish parts of my diary. Great! This could be the break I've been welting

Rumours of Soft Ald II were premoture Sut Rod Coursens, the man who mosterminded the original project says that there will be Soft Ald compilations for the Reeb and Amstrad cometo soon. Theres also a new compilation on the way to raise lunds for the current onto heroin compain on the way it well be called Off the Hook.

The Secret Diary of Adrian Male from Mosoic headhnes the new Commodern 64 Christmas Compendium pack. which sells for £199 The compendium comprises.

The Commodore 64, o 1530 Dotossette Music Maker. Designer's Pencil from Activation The Secret Dierv of Advisor Male and a capy of the best-selling book, "The Grawing Pains of Adrian In addition to the Christmas

Compendium, Commodore is also launching two other valueadded packs a peripherals package for the Commodore 64 and a 54 complete with disk drive and saftware The peripherals pack which will be available while stocks last, comprises a 1541 disk

drive and dot matrix printer For those lirst time users who want a complete system Immediately Commodore Is packaging together for Christmas a Cammadare 64 1541 disk drive and two top games for £299.99

Both programs in the pock have received by US Gold and available only disk; Seper Zervands

Sunburnt and salt-soaked surfers ore the riders of the

They challenge the sen's might and although they con never tome it, they use It to their own advantage to produce one of the most exciting and exhilarating sports ground Now the challenge custration and engyment of trying to ride the waves an a board has been contured in a new camputer game Surf Charge by the Irish softwore hause New Cancepts

And to launch and test reaction to the Sperlrum game, New Concepts organised a computer surfing championship to coloside with the European Surfing Championships beld In Founty Donesol, Insland, In October

New Concepts claims Surf Champ is the ultimate sports simulation, as near to the real thing as possible. The game is also revolutionary in that It Continued on p 124 ▶ W RELEASES

# Bond... Basildon Bond



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BASILDON BON

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# G+VGDEG Software REUF



• Machine Spectrum • Supplier CRI. • Price Edition of Machine Spectrum • Supplier CRI. • Price Editions with the Control of the Control of the Carlo of the Carlo



THE SE KEND OK CAZE missile Lawnchen





# WIZARDRY

# G+VG DE Cooptware REVIEWS





ulsa MAR RODS, LAUNCH. EDUP: STATUS set The MAP command enables you to see where you are and where you can treat in. Each city is connected by a satisfa of jump parts where you have been contained to the satisfaction of the share you where you contain. While it he mode you can propor in and rout of the planet to get an owerall were us to chack out a specific by! Morrog a currow over the nerve of the ory and letting life for button enables you to get a readout on the city's status. You can even sall you compostes to PROV you is specified by an other up as a best of it.

you complise to remy hours you have the pocket computes "part of the RODS commands as a bit like the "pocket computes" part of impressible Mission. You need to find all the rods to be able to knock out the Cartrain sector

It a even got its own bush in notepad for you to wide hints and

· Graphics · Sound · Velue Playability

· Value



· Graphics · Sound



## GRAND PRIX • Machine: Amstrad

# Supplier: Amsoft

Price £9.95 Just what the Amstrad needed

This race car sounds like

game down We suggest that

DK, mounting over Let's take a look at the sist of the geme. Position style When you etail D'Neil and Davi Monds have

Like the user view minners you biest around the hends. Like

18

9

You compete on asoht orand wiong on the inlay! There relation between the real circuits

teking can be a problem until take o tight line when

great Amstrod game. But that naff sound .. Yuki





# DYNAMITE DAN

94% Crash Smash Amstrad/C64 £7.95 48K Spectrum/Spectrum+ £6.95 Popular Computing Weekly Pick of the Week



Maxwell House, Worship Street, London EC2A 2EN. Tel 01-377 4644 Trade orders to: Mirrorsoft Purnell Book Centre, Paulton, Bristol BS18 5LQ.

# G+VG DE Software RELIEUS

- Supplier: The Edge
- Price: £9.85

"High! Just like Knight Lore." will probably be the most gamers' lips when they view the letest affort from The Erloe. based in leafy Covent Garden

Despite companions being ndance closes unconcinen will reynal a lavel of detail and precision which surpasses anything seen on a Spectrum before Of course sampless have to be made to incorporate such finary

Loading proved no obstacle. and shortly an axtremely pretty title scient appeared, along with a three figure number in the lower left hand section of the science This number gradually decreases as the code is loaded. nntil it reaches OOO, and a merry [if sightly lengthy] tone sames from the Speccy

The plot is very long winded so we'll leave out all the myth and magic and pleas on with pame play. A 3D picture of each like the Ultimata games of late. The Edge have been making loud couses about a "Worldmake: " which was used

to create the environment, and comments about hype aside, it rastly is very good You are presented as a fairly inpenits ant looking fallow

in four disposal directions accommodated along with amping, object handling and

I was frustrated with the object joutine. It seems impossible to prish an object from one mem to energher which is a defeate problem if you tind a chest obscining a document after some fearsome combat

When the room is narrow matters are made increasingly difficult. You can't push the blisted chast out of the way. onsted chast out of the way, you can't pick it up, tuin abound 8nd put it down somewhere convenient Doubtless you will fund the offending object too heavy to carry without dropping

a valuable stam light There are lots of nofrigadly people in the castle where most of the action takes place Whalwinds, knights, bibbles and hooded figures all wender around with seemingly nothing better to do than which severe physical damaga on any passing

All-in all, a great game. Certainly one for mapping. frenkel



Muchine: Spectrum
 Supplier: Program 1
 Price: £7,95

OFFICE 17,00
This cents is so well put together his hard to fault it but some parts of Xeel are so finuarishing to piley that it almost put this reviewer of totally. But if you are a thinking zappe, you'll take to Xeel his an Win to hyporepace.
The basic idea of the game is the Comments of Settlings.

are ruing the universe and mentand has become a completely servic race dominated by the machines. You have stolen a spacecraft from the Oceanis Museum of Technologi — and are embarking on a

is all then it is You have two skipboard

to send a shuttle down to explore. Then the goreen

Surlino. You fly your craft through a scries of obstacles — zapping them as you go. Then the first wave of Sentinal defenders appear, Zelage faction, appalling

through a maze or over-and sometimes there seems to be no way out! If you're short on shuttles then this could be the end of the game for you lifth attempt after visiting a number of planets to see if this were any easier! Immensely

There's a useful help function which tells you just what all your controls can do for you who that communications ink which gives game fips at you play So many not touches shame about those trees Xori is a mally well presented game — one of the best on the

can tall us how to master the trees we'll give it a Blisz rating Play It before purchashing.

- Graphics • Sound • Value
- Playability

 Graphics Sound

Value

Playability



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# TOMAHAWK

New, from the author of Fighter Pilot. a standingly realistic ballogater simulation that puls syot in command of an Apole Advanced and take hallogater. You will sent to take off, to land, for menositive and take hallogater. You will sent to take off, to land, for menositive and locate and destroy enemy tanks using Helffer and-lank missiles. You will experience authentic battlefield conditions as you endeavour to carry out your missions and return safety to beste.

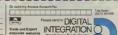
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# CAVADEC Sentine REVIEWS

# **GUY IN THE HAT**

- · Machine: BBC
- · Supplier: Slue Ribban ● Price £2.50

This game raminded me of Blue sume idea

You era the Guy In the Hat. Bashars. When you eat a bacuit, the haxagon it was in changes colour. Bashars can't enter thas a hexagons, and if you do, you vispourize.
It's more difficult to play than are much more lun — and harder to avoid. You can also fight back by dropping your hat

and changing a hexagon to whita - do it when a Basher as In the hexagon and you best There are more opiatrole than

usual for this type of game — in addition to up left, down laft, up right and down right, you can also move left and upbt. his space to drop you hat and hyperlasp' by piessing return.

the idse behind the name Like

- · Graphics · Sound
  - e Value · Playability



# WIZARD

- · Mechins: CBM64 Sunotier Aurlasoft
- Price £12.95 k's a good time for C84

platform fans. What with Monty on the Run and now Wizzer! a U.S. Import from Prograssive The aim of the game is

simple — to guide Willred the Wizard through forty fun-packed and manin

The game follows the classic platform style - but with a faw new tweeks. Like the screen where everything gradually goes Invisible on you, or screens

Some screens allow you to use pertain apells to halp you in your quest. You can become stylable to foil deadly monstern pertain transulas, or blast them or you can laytrate when you The game has four difficulty

levels six gems options ranging

it isn't - it's something elect

from beginner to myetery which you choss datermines

You can change the speed of the same AND construct you pwn screens to call up later All with next sound - and it's

It's daceptively easy to get Instance collect jewels or traesura and lots of other things start happening. Wizard is an well presented game - don't be t's just another platform gama



# SOUTHERN BEI

· Machine: Amstrad Supplier: Hewson Consultants Print £7.95

Hewson Consultents was when Southern Belle was released on the Spactrum Southarn Balle is not just eny

old simulation but an attempt to locomotive s journey from Not only must you mastar the

2

steem angine's controls water and steem gauges, regulator, brakas ato - but elso make sura you errive on time. The prophecs are very

gine's me. Southern Belle is a fairly complex game to get to grips



CONTINUED FROM PAGE 17

· Graphics

· Playability

· Sound · Value

CONTINUES ON PAGE 22



# G+VGD Software REU EUS

### Supplier: Anitog Price: £9.95 When Stepshot was feet reviewed in C+VG back in May for the Commodore 64, we complained that you hed to have saveral people to play it. Why wasn't there a player versus computer option? What was and still is a guart aports simulation game had the edge taken off it because of this Wall, raise three cheers for Anirod. The Amstrad version of Stapshot has a one, two and player option Shapshot is a good representation of the rough tough and dangarous would of see hockey. The idea of course is to score goals. Esch game is divided into three periods of these minutes such The buck can be passed from player to player in various directions.

Price E7.95.

s - but only if you have icovered the right pesswords imp you search for the key to





# ILLIAM WOBBLE

· Machiner CRM R4 · Supplier: Wizard

Playability

Just as in real hockey, you can bodycheck you opponent. but if the tackle is too rough. you may be panelized Shapshot's great fun and worthy of a plece in Amstrad owners games collections. Graphics Snund Value

 Pries: £9 95 (cass) £10.95 icass in video hax) £14.95 (disk). Confusion but the C+VG reviews Surely shall know. depertment when Tony Clowther's new geme arrived. Is it an adventure? Is it an arcada me?! Because we couldn't

thought. Veranice has played

adventures and secode games "It was the trie that first intrigued me. It sounded likely to be a goody, especially as it was not sout and because it is

Veronics Campbel — KC's saves all that typing. And, if daughts: — to tall us what SHEvou crack it, you could win 61,0000

The theme music plays throughout and, together with the excellent displey, put me in a good frame of mind right from the word go. The tune was catchy, and did not get on my nerves as much as it might have done, because, gurn honestly, I liked it IMy Dad is trying to whistle it now!).

It is the type of tune you feel proud to have playing when you're on the phone so people will whink what a groovy computer you've got The garphics are good. You control a cornical worm who bobs up and down, jumps dow graters and gets chased by a

with a club As soon as I started playing I was rushing around trying to find all the locations to get really mto it At first I found this

could do no cores I had found a key but could not reach it, not had I meneged to find a use for plowing orb. I was a trinth of the way towards the £1,000 pozal However, as I hadn't discovered how to open the

locked doors I couldn't get eny further The game did not play like on Adventure, but seemed very much like one from the psckeging I am told that these are clues in the cover picture,

and in the cryptic poem on the The caves shows pictures of castles, magic wands, frogs and snakes, which are all Adventure items. However, the game is definitely more arcede than edventure, since considerable cystick skills are required before

8

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ė

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CONTINUED FROM PAGE 20

# VIEWS 6 C+VG D Software RE PERSLEUTH

You have to doal with these

asswords. The screen displays shows not agent in his current ocabon and in the main window, with a plan view of the indergound base — which unfolds as you explore — in the window below.

impossible Mission is a game any sell respecting Spectrum owner should have in their

### • Graphics 3 7 Sound · Valua 18

Machine: Amstrad OSuppliar: Bubble Bus Price: EB.95

Plavability

Bowers of hasty judgements I groened inwardly at the thought of Farise Not enother platform and fadders game. However, some very rifty

three dimensional graphics make Huse a cut above the current crop being unhashed on the poor, unsuspecting public. The story is simple. Builder

Bob has a stuke on his hands But for him, work must chiry on He must work his way count the whole of the Aluma building sits peinting each scofiold as he goes.

The strikers have other ideas however, and set about chasing him. If they citch him, Bob brone a Sfe Hass is a simple game but it

is exceedingly hard and addictive to play And with around 100 different screens to chooss from, the game's chellenge should lest more than e few days.



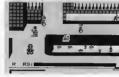
# · Supplier: Gremlin Graphics

Price 17.95 You are sacked GET OUT! Gilbert "'Grumpy' Gumphrey, ared detective at Mole Brothers Store, has hed enother bed day But there's always another day There is shough going on in the 40 screens of Gremin's

new game to make Guice Brothers in Aire You Briefe Served? seem really dult And it's not the normal came we've come to expect from Greenlin. Superoximath in a touch

more applicated, a lot more infusiting and joly addictive. The game invites comparisons with Pyjamarama and the like and names off unit

Massages appear on the screen telling Grumpy what to do next For example you may have to get the bass his tea. cless an invesion of ducks, put out fees, clear up floods or bep an escaped gorilla



Fail to carry them out and you got a wasning lutter. Three letters end it's the seck. For you comesters who love making maps. Supersieuth will put your skills to the test. Without one. you might as well give up. One hint, it's a good idea to Grompy to greb the sketeboard

With it he can move around the store very guickly

Supplier: Melbourns House
 Price: £7.95.
Well, here's something different Syroscope is like nothing you've ever sear before. Except maybe

while we want for that game to be converted for home Be prepared to spend some









# **■ THORN EMI Computer Software**

International Micro Software Division

# "Take a ringside seat and sample the excitement"

by New Generation
This fighter doesn't use his fists, man, — but
excepting else in sight! Carnions, boulders,
boomerangs and bombs all come in handy for
Clif who has to do something to stop the band!
shooting up the carryon.



by Gramin Graphics

by uremin Graphics.

Keep your yee on the clock and look sharp!

All your best moves have to be executed on time or you're in big trouble. Catch the shop threves and above all keep the Manager happy—my motto exactly!

57.99.

MOFFICE

by Database Comprising word processor – for writing letters and reports, a database – for storing addresses and a spreadsheet – for storing complicated

numbers. Pretty high-powered stuff, don't you think? BBC £5,95

# MAD DOCTOR

by Creative Sparks. As Mad Doctor, in this blood-curdingly evil game, the player must create new site out of firestly killed body parts. If he arouses the villagers' suspicions, they likelihim. A light touch on the scalpel is required.





Spot this month's mystery microgamer and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up.

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Last month's Mystery Microgames was

was Ian McCaskill. Prizes are on their way. Birkenhead Mark Johnson Knottingley Stephen Hirst Castleford Barry Cheederman Swindon Graham Langlands Dundee Tim Walter

kiry Cheeseman, Swindon sham Langlands, Dundee Tim Water Bristol Paul Cooke Backgool Robert Wooley, Peterborough John Backer,

# ckout games for fans rywhere'

# MARSPORT

by Gargoyle Garnes
Survey out of this one! The World needs a
Champion (what about med) Yes, but you can be
the champ here. That is if you sneak the
electric plans from the doomed city and
renforce the force sphere. Not esp, with shers
attacking your every move.

Sectrum 48X and Amstrad.

\$9.95

# DYNAMIT

by Minorsoft Count to the and concentrate. You think you can will on points? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonacrusher, but one thing is certain, Dymarite Dan is hard to be

"Games to keep you on your toes".

These gipts can sure move. But these game is a non-contract sport, flyou get my drift. You can try your hand at tomation friend, looping living and all the other trinks. Durk, dive, dodge, seene and break - only don't ha

SPOT THE BALL

by Creative Sparks
Iso sports classics in one pack, but you only
play one at a time, DR? There's soccer and
stocker. Both need skill and timing as well as a
loystick and 32K ram. Go to it!
#### 32K



Slippery customers throw in the lowel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and pit your wits against the sphois.

 Spectrum 49K
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# SPARKLERS SPECIAL

ay operated A first full of games at a fantastic pince. And nobody is pulling punches here. These games really are the greatest—anyone who disagrees will have me to reckon with Not to mention. Sturpy, Orc Attack, River Rescue and Black House.

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Only the brave survive (and the lucky) Upper cuts and left hooks are no good to you here You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.

Commodore 64 £7.95 Amstrad, Spectrum and Commodore 128 versions available soon.

All games featured above are available from Laskys, WH Smith and other good software stores.

£8.95 £11.95 & £12.95

# Software JEAS 6

# **RLUE MAX 2001**

- Mechines: CBM64Atarr Supplier: ILS, Gold/Synsoft
- Price: £9.95 (cass) £14.95 (disk)

Ramember Mex Chatsworth the daring air ace who look to the skras in his justy bi-plene in Bine Max? Well he'e back — warped lai into the Inture end out to save the world from the

evil FURXXI it's not really the same Mex. it's alleged that this chec is a descendant of thet less here lorsaken his bi-plana and takes to the skias in his deadly new

Clayonic Pensinator — which sounds vaguely obscene. But than I've got that sort of mind You must land at rehal controlled bases to replemen VOLI augoites of ammo and Inci before taking off for more of

the same! All in all, this game is about as boring as the first Max. The graphics are til stess, for example your ship is a simple glittering

This game has no redesimen leatures Save your pennies for Winter Garnes!



## Q-MAN'S BROTHER

- · Machine: BBC · Supplier: Blue Ribbon
- Price: 12.50 As the title would auggest, this

is a variation on Rue Robbon's I avourile O-Man thems - The company's Screwball game is based on the same pranciple. instead of a pyramid, you ave a simplified version of the 3-D Munchy god to move around As you move, squares change colour, and in their

version you have a trna imil When all the squares are changed, you move on to the The opposition is not so imaginative - there's something else which not only chases you

but changes any squares you've already altered back to their original colour, which is downright unimendly of it. Il you've played Screwball and Q-man, There's not much

hare to hold your interest, and I found it considerably assist to play than the other two.



- a Machine RU St



· Graphics

· Sound · Volue Pirvebility

9 IB

DISPLAY INDIGATES OLL MA ENTER YOUR NAME

# Mechine: BBC

### · Supplier: Blue Ribbon Prior £2.50

When I first played this, I almost decided it was impossible. You're a proe being unreeled into e diamond mine and you've go! to snake your way through narrow, tortugue

tunnels to reach the diamonds Touble is, the mine is full of bugs which seem to live off unwary pipes - Il they ast you. the length of pipe in the mine at The time is lost Not only that, if you louch a wall, you lose more pipe, and don't think you're

safa il you've safaly wound your way down to a likely diemond cache - a bug could grab you anywhere You get points for every

dismond you manage to grab, and each one you reach is sael triumph, believe me. The pipe has a limite langth, which didn't seem all that long to start

with, and in successive acteur if gats shorter ts shorter. The controls are simple anough, lel1, right, up and down — it's chapsing the right split second to change direction and move down another lunnal

that's so dill roull. This is by I at the best of the relassa ol gemes liom Blua Ribbon worth avery neony of

the £2.50 you pay for it. Graphics

- Sound
- Velue Playability

8

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current areade hat brought into your own home, with all the deading action you diexpect! Fight your sing through screen after screen! A smash-hill ever there Konami e arcade hit brought home: Just Grant

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And Fort Hazza carefus the full range of Infrared lavtaticipus plus histand quide books to many other adventures had Assessed to the probleme dist keep you awal at night? The catalogue lists there all!

## MERCENARY/(Novagen)

The watt a been worth of Another total winner incredible 3-D vector graphics, changing with rmazing speed. And the game's different each time you play! You if reely feel as if you're flying above the planet Targ! Believe up! We couldn't believe the speed Smashing

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movie-like graphics as you tight your way through hazard afoit haated Seeal to believe hand even then you'll doubt your eyes!
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case of Summer Games and then Summer Games II is now legendary but until you've seen and placed "Worter Games" you am't seen nothing and played. Woters Cames, you am I seek nothing yet! Sex siturtang winter sports ensulesions to learn and manter as you go for gold. An absolutely brillians program plausible by all the family et once Bob sled sky uttip figure skating, and more Extraordinary graphics incredibly skilled programming, symposisty placeble, totally throthing An absolute winner all the way C64/128 (D) 614 95 C64/128 (C) 69 95

### FAIRLIGHT/(The Edge)

Produced with "Worldmakes" the advanced graphics system "Fairhight" is one of the most bulkerd graphics system. "Facebook is one of the most opine and testing arcade adventures produced for the Spectrum. We found it hard to believe the graphic quality. Very highly rated and red Pushes the arcade adventure wan the realm of true graphic adventuency. Should make a very but Spectrum IC1 69 95

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game from the American software house of Broderbund. Never before will you have expenses of sever before the goal have Ituri hearted but overpoweringly compulsive.
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or contambines a period when kupodia and kerate program to appear brings its own special treatment RL s long awaited offering is no exception Dazzling graphics, excellent effects "Fruon'se into karate and kung-fu, this is for you

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# GANG DEC SOUTHWARE REVIEWS (1)



- Machine: CBM 64
   Supplier: Bucksive
- Supplier: direct:
   Price £7.99

After having a tough time getting to the Toynaker's Perty-Rupert as back attempting to reach his woodland pais from the foe Paleco. The latest Rupert game follows the hon, skip and jump format of the first. The gumptice are as good as the original, Game play, deepte the smillernee to the first.

release, is in bit harder.

The object of the game is to unfreeze Ruper's Friands — who include good old Edward Trunk and Bill Badger — who have been captured and stuck in

nave benn captured and attack in the freeze th Jack and Jerny Frost.

Once he's defrosted his metas and taken them back to Nutwood Cottage, Rupert discovers that all his freeds have left terms of clothing behind, Just WHAT went on at the Toymeker's Parcy!

the Itymaker's Parry?
Stil, being a good mate,
Rupert sets off back to the
Palace to pick up the discarded
clothes. And if you thought it
was tough resculing Edward, Bill
and the lest, wait until you try
gatting their clothes back.
Ther's the sell anowman who
keeps chucking enowhells at
you.

Rupert has five lives or "Ica pills" to help him complete the adventure. Once har's out of pills has turne blue and heads for home. He losses pills by rinpping over senous obstacles, getting hit by falling incides or by making wrong moves. It takes guits e lot of practice.

to get through the first part of the game — saving your mates — without losing a life or two. And you really need all your pills to succeed in the second part.

Overall, quite a challenging game, but frustrating at first it well probably appeal more to the gamester than Toyrnaker's. Don't be put off heaving a look at n bacause you thank Rupert is an old story. The game is fun in the own right.

Graphics 9
Sound 8
Value 7
Playability 7

# RUPERT AND THE TOYMAKERS PARTY achieux Spectrum Rupert has to collect invitations and meals this way through a

- Machine: Spectrum
   Supplier: Ducksiva
  - Price 17,99

    While we're on the subject of Supert — The Toymeker's Party

Rupert — The Toymakir's Part is now evaluable in a Spectrum version.

If follows furthfully the forms

It follows furthfully the format of the C64 version — as mapped in October's C+VG. But the graphics sum't so good and there's considerable colour clash and flicker.

The gams as basically a

Looking at the gerne, you realise that some games as destroyd for just one mach

- destined for just one machini And I'm afraid Rupert is one them.
- Graphice
   Sound
   Value
   Playability



► CONTINUED FROM PAGE 26

# G+VG DE G Software REU EUS

Machinec Spectrum, Atari CRM 64. Americal @Supollar: Firehird Price: £3.50, Spec, CBM,

Amstrad Atan if you're looking for yelue for money - and we meen REAL value for money - then chick

mechines above. You won't be disappointed. It's the first game in Firehird's new Super Silvet renge and one can only hope other games in The renge meinten the same

high stendard. Compansons with Ultimate's Alten Rare ineverable and

The game is a maze type ercade adventure set on-board a

myslanous ghost space ship. up to Investigate. He has to blow up the ship by collecting. meking end praming low warhends. He than has to eacape before the big band Vendue Objects are to be

mission. You've also got to keep en eve on your water and food

Various bizerre hazerds ete to be lound around the creft,

egg-timeral There are 64 rooms to be explored - so mapping is vital of the spome are clean and abus and the colours bright

Overall, Chimera is an quality of budget gemes to a

# HADOW OF THE UNICC

Supplier: Mikso Gen

Price: £14.95

game tape, a map and instruction booklet, plus a 100-

about and explore once years' view of loaded the gener for the period of the period of

· Graphics · Sound · Value · Playability

ñ



Supplier: Electric Dreams @Price £7.95

What's a Manelapheni? Find out

that's the Menalsohent's name to trug tank and no the ates Golden God Gregogo and needs to enter the Riddler's Den in order to find the Golden Tusk and get anough treasure to set Siddler's Den is a solid arcada adventure with rice graphics and pretty good game play. You must pick up objects as you go

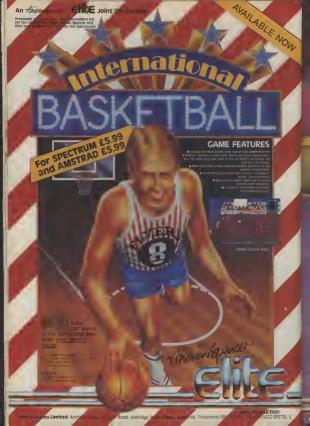
using them to solve puzzli The game comes with a clue filled poem all about The Den which you need to read to get the most out of the geme.

Overell, Riddler's Den is a

good debut for Electric Draame not terrificely original but a high quality product.



● CONTINUES ON PAGE 32 ▶





# C+VG DEC Software REUIE





### · Machine: CBM 64 · Supplier: SydneyfU.S Gold

 Prica: £9 95 (cass) £14.95 (drsk)

You can light wang the

him the Fight Night Iouse



· Graphus

· Sonnd · Value Playability

# **SCREWBALL**

● Machine: 880

· Supplier: Blue ribban ● Price £2.50 This is the first of the five

everlable separately on cassette at £2.50 aach

Screwbell is strongly seminiscent of Blue Ribbon's Q Men, based on the principle of

The aquare es you go.

You have 60 seconds to change all the squesar in the 30 gad, after which you move on

willancue black bugs out to get you. They don't even play late — don't court on them moving stound simply by walking on squares like youl You can light back by digging spot, you can hypetspece to the lop of the grid - but you might not survive the experience.

 Graphics · Sound

 Valua · Playability

# G+VGDE Software REUIEWS 11

# **ELITE**

### Mechine: Spectrum · Supplier: Firebud

• Price: £14.95 Combine e stretegy/trading

game, a flight emplates, a apace game, a high eliminator, a space shoot-em-up and what have you gol? The anawer is, of course Elits, organish for the BBC B

At the time, most frustrated larened to BBC owners telk of laters and being "Dengerous" This almost coused several

but soon word came about that # bunch of bright young speaks gained the convention nghts So, what makes this game so

any mechan? Woll, it is highly onginal and totally addictive for a start, secondly, this is not a

station with 100 cradits, a scace ahip called a Cobia MK III, and a rating of hermiose and cleen, these setings are actually

Thus us done by treding in a number of options aveilable to

Now you mnet select a planst from your short range chart then trading Ithis is logical so I'm not

going to give you any cluss?

you're taking, you're off. Overell a really good game The Spectrum vendon la slightly version but not quite as last as have had to be put down to

have to fork out. This is definitely a game that no-one who owns a competer should be without. Take my won't be seen for six months

· Machine: CBM 64 Supplier: Analysoft Price: £12.95 [disk] £9.95

have because my quest to find

Scarabreus, the febrious emereld jewel of the phoroahs I smereld jewel of the phoroans. I have begun my descent into the dark horons of the tombil.

At first glece it seems to be a

mlact.
The screen display shows you a 3D maze — but you can awatch to an overhead plan view of the muze by aimply pulling back on the roystick. The wheresbouts of the ghosta Ghosta? Yes, ghosts — but this sin' Parman buddy.

You need to chase and capture these ghosts in order to collect the nine hieroglyphs This stage is really a warm no for what will come leter! Your

gloved hand holding a rack which gradually lifls up with the pictures as you get them Once you've completed the keyit's into the left. You have to wind your way down to the



next level very carefully possonous solders and solve mend bogging puzzles to

Hore's where those zombie trepe come in useful because the tomb sin't going to give rip its precrous jewel without e ouzzles and collect more

The graphics are good and the sound excellent. You can

breething agund effects which

atmosphere of the game.

There's a scoreboard which you can call up at my stope of the game to see how you're

An e-meze-ingly intriguing geme (Ught), Ariolasoft's best

· Graphics · Sound · Velue · Plevebility

UPER ZAXXON

· Machines



 Graphics · Sound · Value

● ENDS ◀





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# HALL OF FAME

if you think we can stand it!!

#### **HOTSHOTS**

To your marks. Get ready Get set. GO! And another G+VG Hot Shot of the month chellenge is underway. Septamber's nonuneted game was Hypersports by Imagine for the Commodiace 64.

The sporting stars taking part were Brian Base, 14, of Brackley, Northants, and Scott Mallors, 15, of Greenford in Middlesax
As fens of the game will know, the sports festured are

swimming, skeet shooting, long horse, erobery, the triple jump and weight-lifting All require good hand end eye co-ordination, fast reactions

and strength to survive merethan joyatick-wagging sessions.

The contest was set to be fought over the best of five rounds.

Scott won the toes and put Brian in first

Brian hil form straightnway scoring e heelthy \$1,884. Scott countered with 46,606. Round two saw Brien consolidate his lead with a \$0,622 to 48,906 victory.

Suddenly Scott was facing the crutch To etey in the contest he had to win round these. But if was not to be.



2 Angus Duncan, Derby — 992,000 3 William Church, Liskeard — 958,800 4 Andrew McLintock, Wishaw, Lanarkshire —

e are still interested in your highscores on various computer games. So don't forget to send in your scores and a photo of yourself —

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٨RY

NIC



Brien took the round \$1,846 to 49,228 and Scott gailantly

Both Brum and Scott agreed the contest was won and lost in the skeet shooting round, Brum scored well but Scott was off target.

target,
"I lost about 4,000 points on the skeet shoot," said Scott "Timposally rather good at it".

The Hot Shot game for December is Dalay Thompson's Super Test from Ocean on the Commodere 64. Send your score on the coupon printed below to December Hot Shot. Computer + Valen-Games, Priory Court, 30-32. Farrangton Lans, Landon ECIR 3AU. The log scores will be treited to C+VC's offices in London for a facesto-face challenge.



#### HYPER SPORT

1 Darrea Bailey, Rochford — 654,981 2 Andrew Lowe, Stoke on Trent — 597,829 3 Robert Maddison, Plymouth — 504,969

4 Scott Donaldson, Hamilton, Lanarkshira ---502,335 5 Paul Gilliam, Ripon --- 501,229

#### 1 Michael Reynolds, Wigan — 5,360,455

Michael Reynolds, Wigan — 5,360,455
 Adam Wattins, Newport, Gwent — 2,848,050
 Iain Stockman, Colereine — 2,348,436
 William Bell, Peacehaven, Sussex — 1,420,535

5 A Taylor, Chichester — 1,420,162

Steven Maddocks, Birmingham — 110,250
 Mark Terry, Stoke-on-Trent — 101,850









#### This girl is dangerous.















Hot off the present in the letest C + VG Gallop Software Top 30, it's the most socurete and up to date chart currently published in Britain. Just one look through the latest C + VG charts will tell you which top name games are sailing the quickest — making it sesier for you to choose the shoot-em-up, karets geme or boxing program you went, It's a knock-out.

DECEMBER

#### TOP 30/ALL FORMATS

MONTH	● LAST MONTH	@GAME	MACNINE	*MANUFACTURER	• WEEKS II
1_		Way of the Expinding Fist	52. C64	Melbourne House	
2_		Daley Thompson's Super Test	SP	Oceon	
3		Frank Brunes Boxing	SP. C64, AMS	Flate	
4	_ =	Now Gemes	SP C64	Virgin	-
_ 5		Summer Games 2	C64	Epvx/US Gold	
6		Foirilight	SP.	The Edge	
7		Sky Fox	C64	Arleiasoft	
		Finders Keepers	SP. C64. AMS. MS	Mastertronic	-
9_		Nypersports	SP C64. MS	Imagine	_
16		Beach-head	SP. C64, AMS, RBC. AT. ELEC	Access/US Gold	
71		Action Biker	SP C64	Mosteritonic	
12	_	Nightshade	SP	Ultimote	
13	-	Frankle Goes to Nollywood	SP. C64	Ocean	
14		Beath-head 2	Q64	Access/US Gold	_
15		Borry McGuigen Boxing	C64	Activision	
T6		Fighting Warrior	SP	Melbourne House	
17		BMX Recers	SP, C64, C16	Mostertrenic	-
_ 18		Formule One Simpletor	SP C64, C16	Mastertranic	
19	_	Chiller	SP. C64, AMS, MS	Mastertronic	-
20		Karateka	C64	Ariologatt	
21	-	Elite	C64 BBC, ELEC	Fireburd	
22		Soft Ald	SP C64	Various	
23	_	Nighway Encounter	SHA 92	Vortey	
24	-	Red Moon	SP C64 AMS, BBC AT MS	(eval 9	
25	_	Nonterrequeous	SP AMS	Mostertronic	
26	-	Grahem Gooch Test Crisket	SP C64	Audiogenic	
27	-	Bleckwycho	C64	Ultimote	
28	_	Dembusters	SP. C64	Sydney/US Gold	
29	_	Bored of the Rings	SP C64, 88C	Silversoft	
30	_	Wisardry	C64	The Edge	

#### AMSTRAD/TOP 10

Way of the Exploding Flat A Frank Bruno's Boxing/Elite Nonterraqueous Mosterfronic Chiller/Mastertronic Fieders Keepers/Mosterimole Beach-head/Access/US Gold Scrabble/Leisure Genius Starlae/MH Locomotion/Mi Lords of Midnight Am



Fighting Warrior heading for the Top Ten.

#### SPECTRUM/TOP 10

D. Thompson's Super Test Way of the Exploding Flat /W Fairlight/The Edge F. Bruno's Boxing/Elite Now Gemes/Virgin Nightshade / Ultimote Fighting Warrior/Mit Hypersports/Imagine Bored of the Rings/Stiversoft Highway Encounter Vortex

Rescue on Frectelus Activision Chop Suey/English Soltware Seven Cities of Gold Ariolosolt 4 Ghost Chaser/Advantage/US Gold 5 Red Moon/Level 9 Mig Alley Ace/Microprose Pinboll Con. Set/Ariolosol B.A. Strikes Bock/Big 5/US Gold Spot the Bell/Thorn EMI

ATARI/TOP 10

Monty on the Run soon to hit the charts.

#### MACHINE KEY

60C = 50C CH = CONWODON: 64 AT - ATAR AMS - AMSTRAD

Grat = Exclosions;



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to the right as soon as you

With a space belimet you receive on extra He and Invigravity sticks. When placed these sticks have the effect of making your enemies in the room Now up

#### e STARION

The winner of the Star Hint this month to Kevin Murray of Anolf. Hts Pakes ore for the ZX Spectrum and the first one up is for Starley Keep rackets that the most difficult aspect of Storien was getting it to stop as it has a machine code lander Eventually he worked gut how to overcome this nrohlem LOAD\*\*CODE — this will miss

out the basic program and load the machine code loader POKE 23300.3 POKE 23301.19 tells the loader to jump to a

ROM, then return to besid when it's fanished looding RANDOM/ZE USR 23296 - runs the machine code looder When the game has linished loading, type the fallowing pokes for infinite lives

POKE 46527.0 POKE 46528 0-POKE 46529 D Run the game by typing RANDOM/ZE USR 32835.

One lingl one from Kevan for the game Arcadia. MERGE Edit line 10 and out the following Pokes just before the PRINT USB 24577, PCKE 25776.0 triffrate lives. POKE 27339 times value POKE 27334 number of lives you wish to start with minus one. Then RUN.

#### B DSYTRON

More Spectrum Pokes Irom Solven Ahmod of Birmiochem Paytron - Type MERGE" and when # comes up OX stap the tape if you want endless I uel, type POKE 28625 0:POKE 28626,0. For endless men type POSE 41098 17 POSE 41099 2 POKE 4H00,1 POKE 4H01.0 And for endless oxygen, type POKE 6142 62 POKE26143.255 POKE 26144, Start tape. Well Kolliber, I'm not very

SCHIZOFRENIA pleased with that lot What se fallowing playing tips have

Welcome to IDEAS CENTRAL. My name is Melissa do I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bue Humers' HQ and the man who keeps these reque robots in order — Jeckson T. Kalilber,

Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the blints, tips and pokes you all so desperately need for a hoppy existence. Don't tell them — but I can't rely on them to make a good job of it. So the IDEAS

CORPORATION and yours truly, Melisse R., need TOUR help. Hemember, the IDEAS CORP will pay a large emount of credits to anyone scaleting our angelries. So send your game hints and cheets to Melissa Reventients, IDEAS CENTRAL, Computer + Yidea Gemes, Priory Court, 30-32 Ferringdon Lane, London ECIR SAU. Now -- let's teke a look at what the EH squed rve come up with . . .

Right, an messing about this month It's straight down to bysiness to see what the &H Squad have managed to

Anthony Roper of Porthcowl has come up with some hints for Nodes for the Spectrum. Use them with the Book of Moos fram last issue How to catch males: When

you begin the game you will lind craters on the surface of the moon. Every now and then a male will pop its head out. When it does jump towards it You may have to wait aute a while for a male to pop up, but it is warth it as he is a

powerful ofly. When entering a room use the mole to sron the sides of the wall if he begins to set the rack then he has found a male bale.

In same rooms, instead of the usual nostles, you will meet cyclane was These will transport you to other rooms

False lloors can be detected by lireballs they will only appear over an open space In rooms 62 E7, you will Ited

the draughts. These will carry you safely down five screens However If you sump up, you will hit the roof and fall back down to your death. To prevent this you must push the soutick

happened to all the pakes for the other computers? I want to ses a big improvement by next month get those lozy draids to

#### \* COMMODOR!

Audiogenic have devised these for the 64 version of Greham Gooch's Test Cricket They have asked us to poss them on to you. They will enoble you to save the teams that you have created onto tape at disk and so avoid having to type it all in

Load and run the SELECT program, then enter the teams as normal At the end, when the program exits to Basic enter the following POKEAS DIPOKEAA 192 POKE45 40 POKE44 IDA POKESA 200 CLR SAVE TEAMS (.8 If using disk)

When the teams have been saved, switch the 64 off and then on again to reset the pointers, then load the teams by entering the following LOAD TEAMS '++ (ar8+ f using dtski. When the teams have looded enter NEW and then lood the main game program.

#### B V/C 20

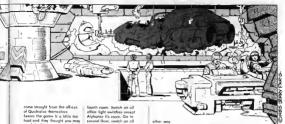
Maria Euchard of Bachdale has these Pokes for the Vic 20 which will allow you extra

For 200 lives an Multitron Verily the looder then type LOAD After the main part has loaded enter POKE 45t6.20 SYS 7373

#### Micky the Bricky For 100 lives - land the whole

program and then reset the Vic by tauching pins 1 and 3 of the user port with a piece of wire Type POKE 4129100 SYS 4100 For 200 men on Gridrunner. Reset the computer ofter loading the game and enter POKE 7045,200 SYS 7076. Einolly for nine lives an Allen Biltz Load the game

and reset the Vic Then type POKE 6062100-SYS 4110



need the hints to get anywhere in the agree. So much on and san what you can make all it

Screen one: Follow Alphonse II very closely, pull top boits then ga downstoirs behind him Pull battom balts then on upstairs to the right hand James Pull this school Alphonse II is as clase to the top upht of screen as possible Go down the stoirs and through the door before Alphanse II closes it

Screen two: Build the bottom baxes into steps to reach the lift buttons Press buttons and jump unto left Go to top Ilout Fut top Ilour boxes Into right hand lift and send it down Go to middle Ilou and unload all baxes anto right hand ledge Go to battom Hose on left and lood baxes anta right hand lift. Ascend to middle llogs on left hand tilt tood boxes ania the third lift three at a time. Sand lift to ground floor. Go yestern and call lift. To unload boxes merely wolk into lift. To climb boxes move taes aver battam of box and press like

Screen I breat To come the cleaner merely walk giver it. To dean a lift, place the cleaner outside lean and pull The lifts one opposed to have sale of three only those with liashing lights will mave Lifts on the middle liper will continue to move in the direction they last moved In

Screen four: First Jum on the generator (bottom Lines) by linding the switch pattern (the switches must be pulled in sequence at all will switch off oggin) The generator sequence will also prepare the exit door for opening Do this next. Get three switches to rooms on second floor into down position Switch on

corresponding switches on ton lloer If a switched-on room stays dark then Alphanse II is In there: alberwise he is in the teoms Go to third Illog switch on Alphone it's more and some

Screen five: The X/Y controls are already off (did you nalice than?) Turn on generator and master switches Go ta secand Hopi open chromber door Co to leave lloes and turn an pulse chasper, Meanwhile Alph Il will grob the lill. Call it book when he is an the clott hand sale of the second Blook Blook the UDLR switches to move pulse generator markers to concide over chambes does Get Alphonse II in frant of the chamber and lire pulse generator Get Into III1 go to second floor and shut chamber doors. Use the UDLR to sern pulse generator marker counts Switch off UDLR cantrols. Use V and H switches to set market counts to target area (about 30 and 10) Suntch an annual Hear and ground Hoos autoswitch Gel up to chamber and Inside

#### entry button) and worth

It seems that the Commodore version of Bille is making just os big a splash in that ealactic ocean as the ariginal BIIC warsion. We've been receiving plenty of tips and enquiries about the game, so I thought l'd let you in an a lew of the

with Alphanse II (use the quick

secrets The first thing you'll want to da is make credits - lots of Them To da this, you should lint of all led two advacent planets of the right type One should be Poor Agricultural

and the other Rich industrial. I seem to remember that there are a couple of these about ten light years to the galactic post of Love (your starting planet) - Quilit rings a bell for one of them. You can then Iravel between these toking computers to the gougultural planet and furs the

Once you've increased your trgo capacity (one of the lins) things you should buy) and have a little extra crah on these runs It's always a good idea to lood up with gold. platinum and cems when they re cheap on the

acı cultural world. They don't take up any cargo space so you can carry them around until you lind a good price II you accumulate vast amortiles of these don't sell them all at once, but instead answer 9 to the Da you want to sell (v/n)?

There's still a buo in the come (left over from the BEC version) which misses signal loant digits in large

colculations Of course it's no good knowing how to I rade if you keep scroping your ship when dadwng This is really just a matter al experience, but here are a few tips for novice pilots When you have a visual slahting on the station, our for a point directly midway between the station and its

closest point on the planet When doing this, Imagine a line running between the station and the planet and make sure that this is harlzontal. Now move forward Il all has gone well, you should eventually see a green dat appear an your rador You can now look either sloht or left . depending upon the direction ol your approach - and vou'll see the space station. Stop the ship when the entry port is

lined up. Now look larward, rotate the ship so that the station is above you [vertical line in the middle al The radar), then turn unwords. The space station will a few minor adjustments you should dock successfully

Now to those Issendly/Lury cuddly/cute and fertile little Trumbles. They we been cousing

a lot of trouble, and the obvious exiction routine of using the escape pad daesn't work Somehow one of the Trumbles manages to survive In e way reminiscent of Alien. and hounts you in future ships.

It's not much fun when you cont see what you're doing but the trick is to own for the brightest point in the sky Know what I mean!?

Unlike its predecessor the Commodore version of Elite doesn't reward random killing very highly. You've got to choose the right ships with the hiphest points if you want to net coverbere. Of all the ships the Thorpoids seem to be worth the most I'm told that they score live points each, and you need 256 points to get a Right On Commander" at the higher levels. So, wouldn't It be useful to go through Witch Space — where these because hang aul - on every honersnore immi

Thanks to a number of readers, I can tell you how to do It.

Having left the space station Ireese the come press the X' key and then universe the gome Everything should now continue as normal. So, set the hyperspace vector to a nearby





press H for hyperthore As soon as you have done this hold down the CBIL key. You'll enter hyperspace, and

99% of the time continue to Work soons Finally, a nate about the masions. We've had more enguines about these than anything Unfortunately freedled tell on that the

vertion only has the two maxions also lound on the 88C They promise me that the Spectrum vection will have earn but that wat couch salace to Commodore owners

#### HELP!!

Russell Jones and Thomas Lilley from Great Yarmouth are tearing their hair aut trying to get out at the North Door at the beginning of Wildhes Couldron They also need help to get rid of Moctupec because ofter throwing the soot over their shoulders Moctuper eats

#### SUMMER GAMES

Once again Ideas Corp. informer Kenneth Henry has written in with tips for his lellow readers. The game to be given the Henry breakdown this time is Summer Games II Triple Jump: When you have

performed two movements for hop and step don't bother to push left and then guickly forward to jump because yo run the risk of getting a fault. Simply push the stick up/left Javelin: However the free byttons When selecting the angle, he careful to allow for the tittle sump the man makes when he throws. If you have a Quickshot II, switch on the autofice and select a multile range ongle But remember to allow for that little jump ar you will get a fault.

Equestrians Keep pushing the joystick up for speed. In the middle of a jumps push the Igli off, press lice and build up speed for the other jumps. Approach with sneed of you will get a refusal, especially with the jump which consists of crassed poles and a small gate ofter it. There are two of these on the course, plus a dauble

nime and two water names Remember, some of these appear in quick succession. Proclice and you will eventually cal pround the course without falls or refusals

Fencing: Not as dillicult as It looks. Best time to get the drord is while his goord is up. Otherwise stop the computer's quick lunges by blocking then lunge the drawd for a hil Cycline: The only tip here is not to go laster than the arro quide at the bottom of the streen or you will slow up to

such on extent that you might lose the more Kayeking: Reverse gate six how do you do it? Fasy. after going through gate live make a sharp turn right and face backwards. Then go through its the same for

#### reverse gate 13 CHEATS

Now for a few theat mades Iram Cammodare awner Paul

Storne of Cleveland Thing On A Spring: When the title page is shown, press the keys, T.H.; N.G.Inst Del and Left arrow all simultaneously When this is done, the border should go grey and you cell

nobusted or Zaxxon: Again on the Idle screen, type in RED for indestructible ships

Booty: The keys K.E.V.I.N. out he pressed significances in to get unlimited lives. Revenge at the Mutent

Consels: On the title page type in "goots" This should reveal a message saying "Check mode aperative Then on any screen pressing space will allow you to proceed to the next screen

#### MORE HELP

Nell J Howitt Is petting driven med by Mikrogens Med Morther, which he has owned for 12 months and still cannot complete Who con?

#### FOURTH PROTOCOL

Sanyay Kewwoni from London has sent in a detailed list of tips for this adventure, starting with The Note Papers - for telephane numbers occess the Lie Welenberg When mind what to do about Stenistov select Other Suggestions and enter Turn Stonistov Use as many watchers as possible on a target, as this usually gets murker results. Keen an eve on Faulkner and Genovese, these will allow British Telecom to intercept a call. Compare the Fingerprints on the Diplamatic Lile of Nelson (at Stockholm) and on Nilsans school natebook (At Storuman Jook for Anna Nilson) This should give you a clue as to the real name of the contact

Blumble munction Most was the traitor re-mited? rould be phrosed What kind of traiter is he? You will lead the answer in the classory.

When Bracton has called you nul as many walches as possible on him. When you lind aut about this weint social life. ring up Medical Security To the question. What proof? answer Block Mogic The Bomb: Gordon't - the essential things you should pick

up here are a tubemap wallet, ID cord and a computer To use the left you need a pass word, which you will find if you turn The sequence of numbers given at the end of Adventure one nin a word Drice you have these essential objects and how tolked to Horonurt South you can leave Gardank and need never return. You must now find your new base -

Sentinel House Sentinel House: You will have to visit regularly to gain Information. To use the lift you need a password which you will lend in the Admin Office Go there and talk to Penfold He will hand you a piece of poper which is a poem code Read 'noem sade life in the camputer For money, ask Cs. secretory For a 'make' on a photograph, go to Blodyun in the Archives room. For a lirearm as to the Armaury or the ground floor, and to get some special equipment, go to the special projects room Make sure you visit the printer room regularly for information investigations: Bremerhoven go to the computer room to vote Search Bremerhaven

Dover - substitute the metal disk for washers and net the disks examined by a specialn1

#### TIPS

For I hase of you who have spent a lew of your readles on g nice little earner - Minder - Matchell Spacer has sent in a lew tips for you to play the

All your favourite characters ore here - Dave at the Winchester Terry who delivers goods, collects them and minds you (for a price). Mr. Chisalm eatches you for nicked stuff. If you sell some faulty apor

then they get a but cheesed off but, even worse stolen goods get them in big trouble and if they find you then you can bet on a new nose jab! Sa it's best to bring Terry il you worll to stew around I. When you start, look at your

loventory and note your goods then go straight to Dealer No. I and sell him your goods. Then go to Terry's and get him 2 Look at your inventory and if your goods do disappear then

they shouldn't be louise 3. Go strought to Dealer No.5 and repeat the obove but Terry could be a long time. 4. When you are tolking to Deglers and you say something rude they say something in the some morner and belt you

Camron McDade Unishes off this month's hints and tips with a few for Sounty Bob Strikes Sack - Atom Level 1. Pick up the Hower

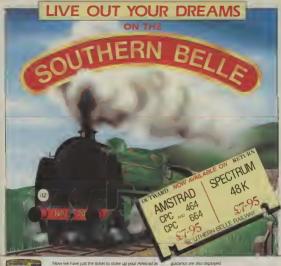
pot and press hey I and start to warp to level 4 Level 5. Pick up the coffee pot and press hey 8 and start to worn to level 8

Level 10. Pick up the pitch fork and press hey 5 and start to worp to level 14 Level 13. Fick up the gobiel and press hey 4 and start to warn to level 15. Level T6. Set suction lube I

to the left and pick up the pre and press key 9 and start to warp to level 19 Level 20, Kill all the mutants

and pick up the paint roller and press key 3 and start to worp to level 22 Alter campleting level 25 a message of congratulations appears and you are told to get to the gome adjustment screen and set the special code to any number from 1 to 25 and press start to begin on any level. This unfartunately works only when you have completed the game. sa you will not be able to proctice the dillicult screens until you do so Before the game enters the name entrymode, you are treated to

a lirework display.





the best selling Southern Belle is now available for all Amstrad computers Hop abroad the footpiate of the powerful King Arthur Class locomotive and journey back to the glonous days of

steam during the 1930's You can aimost feel the heat from the firebox and smell the billowing steam as you thunder along the famous London

to Brighton run Using the footplate controls and gauges, you have 60 minutes to tow the Pullman carriages from Victoria to

Brighton. Any delays could rum your timetable, so keep an eye on your stocks of water and coal - check the efficiency of your coal burn by the density of the smoke Your present speed, time and the position of the next signal for

quidance are also displayed

Wipe the soot from your eyes and peer out of the cab to pick out the 24 stations as they rush by, Look put for other well known landmarks such as Battersea Power Station

and the Clayton Tunnel Take the option as the driver with your Spectrum guiding you along the right track, or harder levels where you are the driver and the fireman, perhaps facing adverse

conditions that could make you disastrously late! Realistic controls such as a regulator controlling the flow of steam to the cylinders, the damper controlling air flow to the fire, vaccum brakes and the fire doors, plus authentic sound and graphics make Southern Belle second only to the real experience

For all Amstrad COMD ON STA 95

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48K Spectrum

chronicles of the land of fairlight 1. a prelude: the light revealed



#### By BO JANGEBORG (author of 'The Artist')

"Maybe the game of the year!"

"... one of the most sophisticated games the Spectrum hes ever eeen."

"... one of the ten bost progreme ever made for the Spectrum."

Postar Competing Westly, October 1964.

"... the best ercede adventura of the year."







Which some makes seech Heed look like a Sunday School outlng? Which arrade marking has been cousing as much of a stir in the ercedes os Spoce Invaders? COMMANDO that's what

In celebrate the release of their official Commendo gemes on the Spectrum and C64 ELITE software is offering a genuine Copcom Commondo orçade machine to the winner of this exclusive C+VG compatition.

Yes, one of these smash hit mechines could be yours to play in the privacy of you own home. No more emberressing moments when you start shouting ond screeming ond jumping up end down os you get near that all time high score!

The first prize winner will also get a copy of the Elite Commando game for his or her computer, plus a special combet issue Sig Rud t-shirt.

What you have to do is sa simple we might as well be giving this emezing muchine away. All you have to do is predict the highest chart position YOU think Elite's Commando Game will reach in the C+VG/Callup Top 30. That's ell.

Tall us if you think it will get into the top 20, top ten or even number one. Even Sig Red could have a crack of this one!

Once you've decided, oil you have to do Is fill in the coupon and send It to us of C+VG. Then you'll have to wotch the charts to discover if your guess was right. We'll be closing the competition on Jenuery 16th - so, you've got to ollow for two months of sales. The first person out of the mellbeg with the nearest guess gets the prize

Elite have a good reputation for producing chort games - so bear that in mind when you come to make your guess.

Fifty runners-up will get o copy of the game for the Spectrum or C64. Gon't

formet to tell us which machine you own. Mall your entry to Computer and Video Games. Commendo Competition, Priory Court, 30-32 Farringdon Lone, London ECIS 3AU. Semember the closing date is JANUASY 16th.

#### THE GAME

Commando stars Super Joe a highly trained soldier He's been gome with plenty of thrills for sent on a seemingly impassible the computer gomester one mon mission to rescue

stonghold. Who needs this greade anginal both in game Rambo guy anywey? action, graphics and sound Outnumbered by enemy and if you've seen the arcade troops and armed only with a game you'll know that's

mochine gun and the odd impressive save his hostoges.

We an action packed non-stop Elites version follows

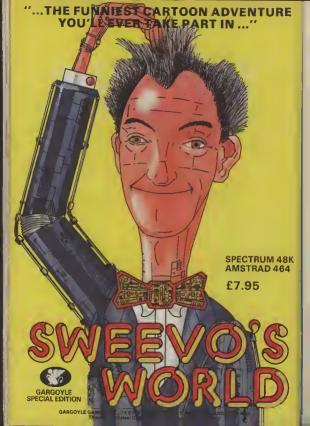
A copy of this instant smash

C+VG/ELITE COMMANDO COMPETITION

i think Elite's Commendo game will reach number ... In the C+VG/Gellup Top 30.

Nome . . . . . . . Address .

Computer owned (tick box) C64 [7] Spectrum [7]



# Can YOU avoid the fangs of a deadly spider?

Addictive launch BOFFIN 
A Mad Professor on the Loose



# **PINBALL** COMPETITION

A pinball machine of your very own? Yes — C+VG and PSS can make your dream come true!

who brought you Mecadem

Fumper — the best
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simulation around — we
can offer you the cheate to
win a real Metter plaball
machine. And 23 reamersup will be able to thoose
ANY PSS gome for their
computer. Now thorein an

effer you have been and the computer.

Simple, Just use the C+VG plabell construction set to findly like the C+VG plabell construction set to findly playfield. On this page you'll find all the bits and places you need to construct a pla-fable. There are flippers, bumpers, shoots — In fact all you need to make a great table.

You can either cut the bits out and stick them on a piece of poper or card or draw your own, or simply make a photocopy of the page if you don't want to spoll your issue. You could even buy another copy — then we could efford to fix Big Red's wanky eyel

If you like, you could also have a go at designing a back-flesh for you plaball—you know, the amazing artwork that often appears around the bit where the scores flesh up five you plaball a name,

where the scores flesh up Give your pinball a name too. The more original it is the better. Let your imagination rus

the wither.

Let your Imagination run
riot and create a pinhall
for the video age!

Closing date for the
competition is December
16th, normal C+VG
competition rules opply
and the aditor's decision is

final,
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Coupon and attach it to
your entry which should be
addressed to Compute
and Video Gemes, Pinhall
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C+ VG/PSS PINHALL COMPETITIO

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eth CVY Unit is, Rediteriols dischrish Paris, Rediteriol Lane arch Dissistratin, Aldershot, intis QV(3 QRE.

# 

MEGA SECURE !!! me cance sted in game Pack | Who would think the

-Ch & as weepon of the Mann - - - - N | **>** | 1530HW)

## Highway Encounter



WANT IN

The beginning of the road. No triuble here. Your Vortices form a line and move forward. It's a good size to move to me side and start shooting forward to clear a barrel from the line in the

to clear a barrel from the line in the next some ZONE 29: Your first alon will be waiting for you.

bot on the other side of the barrels. If you've desired a barrel as suggested, you'll have no problem getting nd of him. Leave the Lasertron and your extra lives here for a while and go it

ZONE 29: Enter this zone just to the right of centre. Three one-sped bearties will came strught at you down the oratre of the read. If you've been firms as you enter, you'll let the nightmost and, if you've hards, the centre me as well. Then just rotate felt to finish the both

Nothing here. You can't bodge the glass towers, but the Lasertron will fit between them anyway

The first major obstacle. The two names can't be moved, as you've got to use the burstle to com't independ — a point just the restrictive tendencies. The two blocks will dismangante under first. Because of two necessarious which will attack you on this surmer. It's a good idea to bill these before missing about with the baryels, but don't stray into the next zero, nor you've likely we have extra the next zero, nor you've likely to

#### attract an even more unruly bunch.

Nothing here, but you may like to not the barrel or blocks as presention as the next more. The leftmost block is nice cover. Just keep fromg down the left hand edge, and all come to a stop in Zone 24. Then just senser up behind it, turn, and start blasting.

This is where you must the first major resistance. Stay back to keep clear a line of night and lay into 'em.

ZONE 23 A repeat performance here, with plenty

of master attacking. Don't warry about frieing the enclosed mass in the center — you'll have to do it eventually anyway When the about are clear, use

anyway When the alons are clear, use one of the blocks to push the more against the wall. Also, don't forget to move the barrel from the contre of the road — the Lasertron is countage on you!

ONE 22:

Nothing study here, but take care to enter the some other or the centre or the right. Many a vortice has come to grief in the fire. 20/NE 21. This is the start of the next shoot-cut.

Plan carefully, entering down the canire ine with laser blazzag. The will push the two centre barrels to block the passagersay into Zone 20 then either sat at the safe or more one of the harriery must the next mue to finish wift the baif-dozen aliens. Again, don't forget to

move that barrel from the centre,

There is be three more of these loudmosthed alless lying m wait for you here. This harrific tross-broad between Javes and a beach ball will die estely if you just sit back, relax and jack 'am off.

You've just reached the first major checkpoort. Congratulationed But don't get carried every and blast down the wood between the first. It's not doing you any harm, and provides an examilant stopping point for the Loverton at a linite stage. In addition,

ZONE 18
Barrel moving time again. You only need one barrel, two are provided if you find this muches:

ZONE 17.

Just for a lettle variation, this screen requires block moves — isn't that a 280 machine code instruction?

Prekis-box There's a succe fuding to there. I've sometime managed to kill it straight off — I've still on after how but normally you should budge one of the side blacks time shot only!) then line up down the diagonal to slaughter the offender.

Now couse the real crusch. This screen can be postly tough. Foels rush in, but the rest of us might consider using the

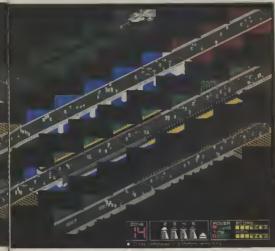
blocks from the previous zone as protection.

Pull steum shead, but take care in case one or two stragglers haven't bitten the dust from the previous absolute.

Hold your borner, it's no good rushing through here. You'll need there barrels in the next zone. One or two carefully controlled nodges should line them all up, then take them all together

Remember: Mines can be dangerous to your health, and these diagonal ones are not exception. Just stay cool and it's really quite says.

ZONE 11
One of the mounest zones yet. The
alters yet keep coming. There are a
couple of barners providing much
needed protection. The first couple are
just those one-eyed finales who move in
a straight here sutil they but something.
From them on permal comments.



tactics normally pay dividends.

A real barrier of blocks controls the road. You may like to leave a centre block to stop the Lesertran depending on your situatum — but don't forget to take one block with you

for later use. ZONE 9 These three barrels are also meded, but there're one or two bug mouths to fill

with laser shot first.

ZONE 8

This is what the barrels are for. I hope

you remembered to bring along the block to help out!

Just so you throught things were getting easy. There are plenty of disatedly drivers to keep you occupied and a couple of hornors on the centre. When you we finished off the former, you're guing to have to left the others out if you want to clear the centre. A little diagonal blacking will also deal with those mines. Whatever you do, don't larget to use our of these blocks with you.

Nothing in sight. The best best is to blast the block just past the marked squares in the next zone, then move up

ZONE 6: You'll be immediately set upon by swarms of one-year wenders, which come hurriling down both sides of the read. Fortunately, they're as stupid as ever, so you should be able to puck them off. They deal with that more

yes, that's what the block's for. They the sume on the left-hand side, or the Lacetton wen't fit through otherwise. 20NE ( It's the OK Corral again. Lote of success — the meanest in the hunch to keep you amused.

Take these barrels! ZONE 2: The present multitude of malacton mane yet like its barrie to be yourself through. Then rush to the test serves for help.

The end of the road at last. But the sources don't think so. Having taken one of these, you'll notice a few barrels just hanging about working to be used in the previous zone.

The Lasertons has made it, with joint seconds left on the clock. It fast the intel for borries and ALL YOUR. VORTIONS DISINTEGRATIZED II had a becreateping promose, and is white message appeared styling. "Lasertone Activatie, and in more forward. The Lasertone chrowally has a spent time branches to be about the contraction of the contraction of the contraction of the contraction." The sites spaceship qualitation than disappears under the contraction. Then is no negalitation little message.

PREPARE FOR YOUR NEXT

HIGHWAY ENCOUNTER and it stars all over again to it my imagination, or are the aliens getting quoker this time?

GENERAL TIPS
Don't wary about the time to began
with Just work out the quochest
method of dearing each screen. The
time factor is unually the most
important in the mid, but you've got to
know what you're dong.
NEWER, never, go back for the
Lauretone, libera you are on your last.

amportant in the end, not you've got to know what you're dong.

NEVER, never, go back for the Lauriton. Unless you are on your last life and are taking the Lauriton along with you. Remember the time markyrdom is much quicker.

With each life, just go as lor as you can, blasting everything as sight. When you lose a life, if you've reached one of the safe points, you can take the Laserton and all the space Vortice along the road together, saving

## I, OF THE MASK



Featuring a new generation of advanced 3D graphic techniques by Sandy White. Available an the 48K Spectrum from Electric Dreams Software. 31 Cartlon Crescent, Southampton. Tel. (0703) 225282











WE JUST

#### **COMMODORE 64**



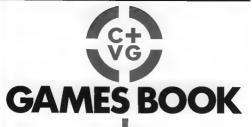
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MAD MUNCHER/NECROMANCER'S REALM/DRIP DROP/TRUCKIE

### MAD MUNCHER

#### BBC 32K

Wark up a keen appetite for The Mad Muncher. Centrol this cute creature in and aut af rocks eating the flowers. The mare you eat, the langer you grow. But dan't take a bite aut af yourself.

Full instructions are included in the game which can be controlled by joystick

ar keyboard.

The program is in twe parts, each shauld be typed in separately. When the first is run it will autamatically lead and run the second part — which shauld be saved an tape immediately after it.

#### By Jahn Brown

#### LISTING ONE

- 10 REM\*LOADER FOR MUNCHER
- 20 MODE7
- 30 PRINTTAB(0,0): CHR#141 CHR#132 CHR#15 7 CHR#129" THE MAD MUNCHER"
- AO PRINTTAB(G.1); CHR\$1\$1CHR\$132CHR\$15 7CHR\$135" THE MAD MUNCHER"
- 50 PRINT 60 PRINTCHR#128CHR#132CHR#157CHR#135"
  - (C)1985 JAKL\*
  - 70 VDU 28,4,24,37,4
  - 90 PRINTCHR#134"Can you control the m
- d muncher"

  100 PRINTCHR\$135"weaving in and out th
- 100 FRINTCHR\$135 "Weaving in and out t e rocks and"
- 110 PRINTCHR#130"eating the flowers that grow in "
  - 120 PRINTCHR#132"between."
    130 PRINTCHR#133"The more you eat the
- longer you"
  140 PRINTCHR#134"grow and don't eat yo
- ursalf or" 150 PRINTCHR#135"the wall."
- 160 PRINTCHR\$129"Wetch out for the mut
- ant snail" 170 PRINTCHR\$130"who turns the flowers
- into rocks"
  180 PRINTCHR\$131"end don't set him elt
- her."
  190 PRINTCHR\$132"As if that wasn't ano
- ugh e "
  200 PRINTCHR#133"mutant spider roams t
- he serden"
  210 PRINTCHR#134"and turns the flowers
- into rocke"
- 220 PRINTCHR\$135"like the anail he is mimo fatal."
- elso fatal."
  230 PRINTCHR\$132"Uee"; CHR\$136; "[Z X] u
- P\_: /\_down" 240 PRINTCHR\$135" or":CHR\$136:"JOYS
- Z40 PRINTCHR\$135" or"; CHR\$136; "JOYS TICK"

- 250 VDU28,13,23,27,22
- 260 V0U23,232,0,0,66,165,24,60,90,129, 23,231,0,0,0,64,192,36,46,63,23,224,60,1 26,255,175,86,60,20,40,23,225,60,126,255
- .245.106.60.40.20,23.226,153,126,189,126, ,189,126,60,24,23,227,24,60,126,189,126, 189,126,153
- 270 VOU 23, 228, 24, 36, 90, 90, 36, 26, 44, 24, 23, 229, 126, 126, 126, 0, 231, 231, 231, 0, 23, 2 30, 28, 122, 251, 249, 125, 121, 63, 28 280 ENVELOPEL, 3, 20, -20, 8, 5, 5, 5, 0, 0, 0, -
  - 1,10,0:ENVELOPE1.1,3,20,-20,6,6,6,127,0,0,-2,127,0:ENVELOPE4.1,0,0,0.0,0,0.126,-1,0,-5.126,0

3 AKL

#### LISTING TWO

- 10 \*KEY10\*FX0;MO. | M
- 30 REM" Author- J. BROWN
- 40 REM" Program (C)1985
- 50 REM" Hi-score routine by
- 70 REM" [HEPPYSOFT(C)1985]
- 80 REM\*\*
- 90 100 \*FXà.2
- 100 \*FX4,2
- 120 \*FX10.7
- 130 NM#-"[[The Med Muncher (C)1985 JAK L Control the muncher and eat the flow ers[[The Med Muncher (C) JAKL Control
- the muncher and aat the flowers"

  180 DIMac(10), NAME\$(10): RESTORE1200: FO
  RA=1T09: READA\$: NAME\$(A)=A\$: SC(A)=500-A\*5
  - 0: NEXT: se(1)=500 150 MODE7: PROCDISPLAY: PROCTUNE:
    - 150 MODE7: PROCDISPLAY 150 DIM A(40), B(40)
    - 170 MODE1
  - 180 SC=0:MAX=500 190 LV=1:LF=4:L\$="The Mad Muncher"
  - 200 A\*=STRING\$(5,CHR\*128) 210 CLS
- 220 VDU23,0,1,0,0,0,0,0,0,0,0 230 COLOUR2:COLOUR129:PRINTTAB(20-(LEN
- (L\$)/2),30); L\$: COLOUR128 240 PROCSCREEN
- 250 PROCFOOD(LV\*3) 260 FORG=OTO80:VDU23,0,1,0,0,0,0,0,0,0
- : NEXTG 270 IFLF<1PROCGAMEOVER: VDUZZ, 7: PROCSCO
- RE: CLS: PROCDISPLAY: PROCTUNE1: GOTO170
  280 COLOURZ: PRINTTAB(7,0); "Score=":SC
- :" Lives=":LF 290 VDU19,2,7;0; 300 VDU19,3,10;0;
  - 310 FL=0 320 VDU23;8202:0:0:0:
- 330 SNXX=37:SNYX=INT(RND(26)+2):SNOX-0
- 340 SPX%=INT(RND(36)+1):SPY%=3:SPO%=0 350 C#=CHR#130
  - 360 FORH-OTO 37:A(H)=H+1:B(H)=2:NEXTH

_	_			12-
370	T=0	:::::::::::::::::::::::::::::::::::::::	LEN	A\$

380 D=3 390 X=LENAS: Y=2: V=2

400 IF FL=1 THEN FL=0:GOTO290

410 IFLF<1THEN270 420 IFADVAL(1)DIV64>9000R1NKEY(-98)D=2

:C\$=CHR\$129 430 1FADVAL(1)DIV64<300QRINKEY(-67)D=1

Alo IFADVAL(2)DIV64<3000RINKEY(-105)D= 3:C\$-CHR\$130

3:C\$=CHR\$130 &50 IFA0VAL(2)DIV6&>9000RINKEY(-73)0=& :C\$=CHR\$131

460 IFD=1X=X+1 470 IFD=2X=X-1

480 IFD=3Y=Y+1 490 IFD=4Y=Y-1

500 PROCLOC(X,Y) 510 COLOUR2: PRINTTAB(X,Y);C\*:TAB(A(T), E(T)): " H

520 1FL=132SC=SC+10; COLOUR2: PRINTTAB(7,0); "Score=":SC;" Live=="; LF: N=N-1: SOUN D1,1,N=10,10: JF LEN(AB)<37 THENAS.AS-CUP

D1.1.N\*10.10:IF LEN(A#)<37 THENA#=A\$\*CHR \$128 530 IFN=OPROCLEVEL:GOTO210

540 IFL<>32ANDL<>132THENPROCDEAD: GOTO2

550 IF SC>=MAX THEN MAX=MAX+MAX: PROCEX TRA\_GUY

560 T=T+1 570 S=S+1

580 1FT>=LENA\$T-0 590 IFS>-LENA\$S=0 600 A(S)=X:B(S)-Y

610 IFSNOX=0 AND INT(RNO(40))=7 AND LV >1 THEN SNOX=1:SNXX=36:SNYX=INT(RND(26)+ 2):PROCLOC(SNXX,SNYX):SOUND2,2.100,5:IF LC>32 THEN SNOX=0.

620 IFSPO%=0 AND INT(RND(60))=7 AND LV >2 THEN SPO%=1:SPX%-INT(RND(36)+1):SPY%= 3:PROCLOC(SPX%.SPY%):SOUND2.2,50,5:IF L<

>32 THEN SPOX=0 630 IF SNOX=1 THEN PROCSNAIL ELSE IF S POX=0 THEN 800

640 IF SPOX=1 THEN PROCSPIDER ELSE GOT 0400 650 GOTOAGO

660 DEFPROCLOC(T,V)

670 VDU 31.T.V 680 A%=135

690 C=USR(&FFF%);C=C AND&FFFF;C=C DIV 8100;L=C

700 ENDPROC 710 DEFPROCECREEN

710 DEFPROCSCREEN 720 COLOUR1

730 FRINTTAB(0.1):STRING\$(&0.CHR\$133): PRINTTAB(0.29):STRING\$(&0.CHR\$133) 7&0 FORF=2 TO 28:PRINTTAB(0.F):CHR\$133

TAE(39,F); CHR\$133: NEXTF

750 ENDPROC 760 DEFPROCFOOD(LEV) 770 FORFD-1TOLEV

770 FORFD-1TOL 780 COLOURS 790 FRINITAE(RND(37)+1.RND(26)+2);"

800 NEXTFD 810 FORFD=1TOLEV

820 COLOUR3

830 X1=(RND(37)+1);Y1=(RND(26)+2) 840 PROCLOC(X1,Y1):IFL<>32GOTO830 850 PRINTIAB(X1,Y1):CNR4132

850 PRINTTAB(X1, Y1); CHR\$13: 860 NEXTFD 870 NelsV

880 ENDPROC 890 DEFPROCSCORE 900 IFSC<=mc(9)ENDPROC

910 FORI-9T01STEF-1 920 1FSC>sc(1)THENsc(I+1)-sc(I); NAME \$(I+1)=NAME\$(I); FIX=I

930 NEXT 980 sc(FIX)=SC

950 PRINTTAB(4,2)CHR#132CHR#1#1"You ar reted as number ":FIX

960 PRINTTAE(4,3)CHR#13&CHR#1&1"You sr e reted se number ";FIX 970 PRINTTAB(8,7)"Your score was ";SC

980 PRINTTAB(5,13)CHR#131CHR#136"Fless # enter your name." 990 VDU31.7.15,129,157,135,31,29,15,15

6.31.11.15:\*FX15 1000 !8D00=8D10:?8D02=15:?8003=32;?8D04 =127

1010 XX=0:YX-&D:AX-0:CALL&FFF1
1020 IF \$\$D10="" THEN NAME\$(F1X)="MR.RE
TURN":ENDPROC

TURN": ERDPROC 1030 NAME\$(FIX)=#8D10 1040 ENDPROC

1050 DEFPROCDISPLAY 1060 \*FX15 1070 VDU23:8202:0:0:0:

1080 PRINTCHR\$(181); CHR\$130;"
AD MUNCHERS"
1090 PRINTCHR\$(181); CHR\$132;"

AD MUNCHERS"

1100 O=1:PO=1:CO=1

1110 FORT=3TO19STEP 2

1120 FRINTTAB(8,T);CHR\$(131);O:"":#c

(O); TAB(17,T); "..., "; NAME\$(O) 1130 O=O+1: NEXTT 1140 PRINTTAE(8,23); CHR\$136"PRESS SPACE

OR FIRE" 1150 PRINTTAE(10,21); MID\*(NM\*,PO.17); PO -PO+.5: IFPO>=73THENPO=1

-TO-: SILFEUD-FYSHERFUG-1 1160 PERNTAB(8.3): CRH#(128-CO); TAB(8.5) ): CHR#(128-CO); TAB(8.7): CRH#(128-CO); TAB (8.9): CRH#(128-CO); TAB(8.11); CRH#(128-CO); ): TAB(8.13): CHR#(128-CO); TAB(8.15); CRH# (128-CO); TAB(8.17); CHR#(128-CO); TAB(8.19); CRH#(128-CO)

1170 CO=CO+.5:IFCO>=8THENCO=0 1180 PRINTTAE(10.0); CHR#(128+CO); TAE(10

.1); CHR#(128+CO+1) 1190 IF(ADVAL(0)ANG3)=10RINKEY(-99) END PROC ELSE 1150

1200 DATA JB. HEPPY, BUTTY, SMURF, JAKL, HEP PYSOFT, JAKL, HEPPYSOFT, JAKL 1210 DEFPROCDEAD

1220 EOPE-0701 ENAC-1 PRINTTAB(A(F), B(F)): " ":SOUNCO.-1220 15.4.2: FOROE=OTOSO: NEXTGE: SOUNGG. G. G. O: N

EXTE 1240 IFL=133THENCOLOUR1:PRINTTAB(X,Y):C HR#133 ELSE PRINTTAD(X.Y):" "

1250 LF=LF-1

1260 IF LF>=0 THEN COLOUR2: PRINTTAB(7.0

);" Score=":SC:" Lives=":LF 1270 IFLENAS>=37 THEN AS=STRINGS().CHRS 1281

1280 IF SNOW#1 THEN PRINTTAR(SNXX.SNYX) :" ":SNO%=0

1290 IF SPON=1 THEN PRINTTAB(SPXN.SPYN) " ": PRINTTAB(SPX%, SPY%-1);" ": SPO%=0

1300 FORDE=OTO200: NEXTOR 1310 FRABBAC

1320 DEFPROCTUNES

1330 RESTORE1830: FORT=1TO9: READNS.ON SCUNGALGI.A.NX.GX: SCUNGALG2.A.NX +4 DW

1350 NEVE 1360 ENDPROC

> c+va/mad muncher/2

1370 DEFPROCTUNES 1380 RESTORE1880: FOR I=17011: REAONN. DN 1390 SOUND&101.4.N%.D%:SOUND&102.4.N%

+1.0% 1800 NEXT

1410 FORDE=OTO500: NEXTDE 1820 ENDPROC

1430 DATA88,10,100,4,100,6,116,4,124,6, 116.4.136.8.132.6.136.10

1440 DATA4, 8, 4, 4, 12, 4, 16, 4, 32, 4, 16, 4, 12 .4.4.6.48.2.52.8.4.10 1450 DEEPROCENATI.

1460 SNYK-SNYK-1 1470 PROCLOC(SNYW.SNYW)

1480 IF L=132 THEN PRINTTAB(SNX%,SNY%); CHR\$134:SNOX=0:N=N-1:PRINTTAB(SNXX+1,SNY %);" ":ENDPROC

1490 IF L=134 OR L=133 THEN SNOW-0: PRIN TTAB(SNXX+1,SNYX);" ":ENDPROC

1500 IF L<>32 AND L<>136 AND L<>135 THE N PRINTTABISNXX+1,SNYX);" ":PROCOEAO:FL= 1:ENGPROC

1510 PRINTTAR(SNXX.SNYX): CHR\$135: H # 1520 ENOPROC

1530 DEFPROCLEVEL 1540 LV=LV+1

1550 COLOUR1: PRINTTAB(15.13): "LEVEL ":L 1560 COLOUR2: COLOUR129: PRINTTAB(10.14): "PREPARE TO MUNCH!": PRINTTAB(15.15): "BON US=":LEN(A\$)\*10:COLOUR128:SC=SC+LEN(A\$)\*

1570 1 FI THARN-37 THEN AS-CODINGS (A CUR-

1281

1590 FOROE-OTO1500: NEXTOR 1600 IFLV=2THENL\$="The eneil appears"

1580 PROCTUNES

1610 1FLV=3THENL\$="The spidars lair" 1620 1FLV=4THENLS="The rocks attack" 1630 IFLV=5THENL\$="Flower menia"

1640 1FLV=6THENL\$="Amazing":" 1650 IFLV=7THENL\$="IMPOSSIBLE" 1660 IFLV=STHENL\$="Give up!!"

1670 IFLV=9THENL\$="You must be chesting 1680 IFLU-10THENLE-"Wonder worm"

1690 IFLV=11THENL\$="Super cantipade" 1700 1FLV=12THENL\$="Mad millipeda"

1710 FORDE-OTO300: NEXTDE: FORG-80TOOSTEP -1: VDU23.0.1.G.D.O.O.O.O.O:NEXTG 1720 FRAPROC

1730 DEFPROCSPIDER

1740 SPYX=SPYX+1 1750 PROCLOC(SPX%, SPY%) 1760 IF L=132 THEN PRINTTAB(SPXX.SPYX):

CHR\$138:SPOX=0:N=N-1:PRINTTAE(SPXX.SPYX-1)." ":ENDPROC 1770 IF L=134 OR L=133 THEN SPOX=0: PRIN

TTAR(SPYK SPVK-1) . " " . ENOPROC 1780 IF L<>32 AND L<>136 AND L<>135 THE N PRINTTAE(SPXN.SPYN-1):" ": PROCOEAO: FL= 1 - Extrepor

1790 IF L<>32 AND L<>135 AND L<>136 THE N PRINTTAE(SPX%,SPY%-1):" ":ENOPROC 1800 PRINTTAB(SPXX,SPYX-1);" ":TAE(SPXX

.SPY%): CHR#136 1810 ENDPROC 1820 OEFPROCSAMEOVER

1830 VOUS 1840 GCOLO.1:MOVE480.512:PRINT"GAME OVE

R": GCOLO, 2: MOVE486, 518: PRINT"GAME OVER"; GCOLO, 3: MOVE@92, 524: PRINT"GAME OVER" 1860 VOID 1860 PROCTUNES

1870 REPEATUNTILADVAL(-6)=15 1880 FOROE-OTO1 000: NEXTDE

1890 ENDPROC 1900 DEFPROCEXTRA GUY

1910 SOUND1.4.129.2:SOUNO1.4.117.2:SOUN D1.4,101,6:SOUND1,0,101,1:SOUN01,4,101,2 :SOUND1.0.101.1:SOUN01.4.101.2:SOUND1.4. 109.3:SOUND1.4.117.2:SOUNO1.4.129.6:SOUN D1.0,129,1; SOUNO1,4,129,2; SOUNO1,0,129,1 :SOUND1.4.129.2 1920 LF=LF+1

1930 COLOURZ: PRINTTAB(7.0); " Score=";SC :" Lives=":LF 1000 ENDPROC

## REALM

#### Commodore 64K

Explare 232 rooms collecting treasure and killing off nastles in the excellent Necromancer's Realm

And here is a paem fram Carl which should help you. An Amulet was split in twain. Here you see it yet ogoin

The Necromancer hid it well Be coreful of his deadly spell. A map, yau'll find, may come in handy Bewere the Boomer, Wizord's

Bewere the Boomer, W. dandy

If o bird is troubling you Kill it with o bow of yew But be silent, steath is needed. My advice is to be heeded. Fronsport, find, and return thence to the place you came from hence. Verse and prose come naturally When you kill. kill less than

Yau have three lives and various weapons can be found to help you. A long listing, but worth typing in. When typing in this

listing, remember anything in brackets is a cantral key.

• By Carl Mulier

5 RIM THE RECOMMENTES REPLM (C)CARL MUL LER 1985 10 FORES, FSS: PORES6, 1F7: CLR: V+SS2F8-V2-33782-PORE643, 186: S-SPFF 20 FRIRE" (CVRS) (CLERS) [COMES) [COMES) TER(1 F)\*PLEPES WELT\*: PORESSPÉG, C. PORESSPÉG, C. PORESSPÉS, C.

# )\*PER#88 W01\*\* | PORESSERO, G. DERESSERI, G. DORESSERI, G. DORESSERI, G. DORESSERI, G. DORESSERI, G. DORESSERI, G. DORESSERI, G. PORESSERI, G. PORESSERI, G. PORESSERI, G. PORESSERI, G. PORESSERI, G. PORESSERI, G. C. PORESSERI, G. PORESSERI

PRIET"[SSEE][DOME][DOME][DOME][DOME][DOME][DOME] 8][DOME][DOME]" 80 PORE-17015:P+8-A83(8-8)-PRIETTPRIPO-2 "A F"[NYON]":PORC-1TOP:PRIET"3-GBP":-NEX

T 90 PRINT: NEXT: PRINT"[OP][UP][UP][UP][UP] [UP][UP][RIGHT][RIGHT][RIGHT][NYSOR]H"L: FORA-1703-PRINT"OP[DOWN][ERFT][LEFT]RE"L : HEXT: PORP-AITOS
100 PRINT\*PCIUP; (LEFT) [LEFT) SO": NEXT: PF
INT\*L(YPLLON) [NYMOPP] (NOMP)\*TAE(A4)\*ROW
CRETIRO": PRINTTAE: 9)
130 PRINT\*[COMPNITE MECROMPNOPRS REPLIP\*

CMMPIROWS THREAT ZAILYS 10 PRINT TO COMMITTE MECHONOPHOPES REPLOYE PRINT THE 11 Y (COMMITTE MECHONOPHOPES REPLOYE FOR THE THREAT STATE OF THE THREAT PRINT PRINT 100 PRINT THE THREAT STATE OF THE THREAT PRINT 150 PRINT TO COMMITTE STATE OF THE THREAT 150 PRINT TO COMMITTE STATE STATE 150 PRINT TO COMMITTE STATE STATE 150 PRINT TO COMMITTE STATE 15

140 POREN'S D. P. POREN'-PO. S. PORP'-PI. S. POR EV-PP. 7. POREN'-S. S. POREN'-PS. S. POREN'-D. 1995 150 POREN'-S. SP. POREN'-PS. S. POREN'-D. 1995 POREN'-S. 255 P. POREN'-PS. S. POREN'-D. PO 160 PORP'-PS. PS. TO STORY D. POREN, E. NEXT POREN'-PS. C.

170 FORESTERN TO STEED F. E. C. D. FORES686F-E F. FORESTERN E. E. FORESTSTS-E. C 175 FORESTSSF-E. G. NEXT FOREXL. O

POG POKP643, % PRINT"(CLEPR)" POKP6PS, 1P3
-ME-0178-0178-3:POKEPPS, 0-PK-01PM-0:POKE
2.0
PIO PI-4(RR0(1)\*8):PF-P(RNG(1)\*8):IPF1-P
PTERREG

PPG ER-PÉ:MK-11G:PGKE3,P55:PGGEV-P1,A.R-16:GG505950 PGG PGKP56333.1P7:PGKP788.55:PGKR780.197 :PGG856533-120 PPG PGKE21.138:PGKEV-10.17F-PGF13FP.( 55-RBD(1)F5) PGG PKKE14F.0.01/RBG/11F6).PGKK196.03:98

PDV PREASURE ALLENGIA POR PREASURE ALLENGIA POR PREASURE ALLENGIA PREASURE ALLENGIA PREASURE ALLENGIA PROPERTY PROPERTY

TOPERS (SOURCE (COMP) TEA SAIN THE SOURCE (COMP) TO COMP TO COMP TO COMP TO COMP THE COMP THE COMP THE COMP TO COMP THE COMP THE

360 IPWK-MPHG(PEPK(V-P1)PRD16[-GPBGRNG(1 )-, 1THFNGGSUB1500 370 TY-0:1PPPNGNTHEKOGDES50:1PYV-1TREN7

00 580 1P: PETK: (6) AND16) = 0.AKDME>078E8GOSU816 50 280 1PMK-SPHOOP-OTRPROP-1: POKEP, PEEK: (P)0

SU APRO PROFESIONAL PROFESION PROFESION PRO SU GOTOSOS P. 127.70KE788, P9. POKP789, 25F POKE5655, 129: PRIBT"(VELOW)(CLEAR)(OOM N)(OOM)(DOMN)(DOMN)TP #(3)

PIG PRIRT"[a M][a N]GO MAVE CONE ITTS!":
PRIRTTPE(15)\*[a N][c s]".PRIRT"[DOWN]TOU
RAVE COLLECTIO":
PGO PRIRT" BOTE PRICES OF TRP".PRIRTTPP(
15)\*[GONN][a N][a N]MULET"(PRIRTTPE(15)\*]
[a O][a P]\*

ago Pokev-22,F:Pokev-P1.0:PORP-1702000.R EXT:PRINTTPS:03)"[DOWN][DOWN][DOWN][CYPN] [KWSOR)"] PTN PRINTTPSEUM A KPV TO THE TERM.".POKE

PRIT [PRIRTTPS G 3" [DOWN] [DOWN] [DOWN] [CTFD ] [EV 500 ] FRIET "PRINT A RPV TO SPE TIEM", POKE PSS FRIET TSP5, 1 PRIRT" [PRILOW] [CLEPR]\*\*. PSG FOREW-P1, 3 POKEV-P, 30 POKEV-1, 31 POK EW-30, 7 POKEV-P1, 15 POKEV-1, 15\*

DIVID. 7 HORSEW-RO. THORSEW-LIST
POS CONTROL SIZE PROPERATOR OFFICE PORTAGE STOTEST
POS CONTROL SIZE PROPERATOR OFFICE PORTAGE
POS PORTS PORTAGE SIZE PORTS PORTAGE
POS PORTS PORTS PORTAGE SIZE PORTS PORTS PORTAGE
POS PORTS PORTS

\$25. SELECTIONS | DOWN | CONTRACT | CARREST | Contract | Y21LOW)1(OREEN TRO [LEFT] 000 B(50]"(YZILOW)1(DREES"TK R=11DTHE1POKE2,PZEK(2)DE1 539 2ELNTOIDO

539 ZEINT\*[DOME][YELDOW|MOKETESS.":ZEIET\* 0EA0:[GEEE]\*MK::IZIMAMOITKEXPRIKTIE:35 )\*[UP][VEILDM](\* 510 POKEA65,61;202EV-6,1T2:POKET-T.156-1 ZAMAGOITEEFFHETTIE:46'-7600][V21LDM]:\* 2AMAE02TEFEFF1ETT15(36)\*[02][Y2LLON])\* 550 12E=20ER=50PR=200ER=210ER=230ER=510E 100 1PE-13030-7500E-1010EE-1050EB-1500BB 1500EE-209THENGGSUBSO

-1006E-209THENGOSUBSDD 5TO 12ER-ETEZEZDZEV:2.172:POEEV:5,156:PO KEV:21,FEEK(V+21)0E2 5 50 1PME-ETHEEPOZEV, 172: POKEV: 1, 156: POKE PERK 12,172: POREV=15,156 POZE

590 1212-ETREEF022V-2;, PERKY:21)GEIZÉ:2 OKEY-11. ITZ:206KEV-15, 156 POREV-15, T 595 PORBIÉ1, 126:1F11-ROKI2-RTREFF0KEVZ-6 .50: POKIV2:7, 31 596 20KEZ-21, 0; POKENA26N, 27; POKENANA, 12

912-2EEK[Y-30):RETURE 600 01000E(1),A(7),N5(8),Q1(5),Q2(4),0(4 POST-DTO1: REIDWERGID: IENT 610 PORI-OTOF: REIGI(1): NEXT: FORA-STOS-EF ADMS(1): MEXT: POSE -DTDS: EFABRACA: -07(1) 620 NEXT:0(0)=1:0(1|=0:0(2,=5:0(5)=2

AGO RETORN TOO NAMES OF THE PARTY OF THE P

710 R\*V\*5:GGSUBIFOGIAE\*ME-1 710 IFME30TREK2GEA:ITGIGGG:WEXT:DOTOPOS 729 20K156535.12T PO28T06,19:POWST69,251 730 20K196,0:FOEA-1701000.18XT:POKSA638

. 128: 20KEY-21.0 3,129:20KEV=21.0 710 ZEIET\*[VEILOM][CLEIR]VOO BAVE KILIEO #SM! [GOWN] ": PRINT"S"TR" [LEFT]GGG [VELION 740 MA=1NT(PEEK(216)+1000/232)/10:F2182\* TREASURE. 1ND DEEL CORRECT \*Mar

750 R\*(HI\*TH: H2)\*1000: F2117\*[DOMB] [VELLO MAZE TOTAL SCORE - [GRE28] "8-1FE PRINT"[DOWN][VILLOW]ENTER VORE KAME:

[ORIER]":: INPOTEL &1: X1-M:H18-LEFTE(&8.1 6) T90 PMINT: RMINT"[VELLOW]BIRCORE - (QREEN] "RI"[YELLOW]BY [OREEN]\*TII. ZRIRT"[CYRN][ DOWN]PRESK ANY KEY TO TAKY AGAIN\* "99 FORBIJO, GIMAITIN: 1-0070200

800 80KEV-12, 185; POHEY-13, 148 POREY: 18, 1 800 90KEY+1x,100 FOREY+13,150 FOREY+14,1 84. POREY+15,156 FOREY+15,2+POREY+16,2 810 FOREY2+8,26: FOREY2+7,20+POREY+2-7,20+ #10 POKEV2+8.20: FOREV2+7,29: FOREV: 21. K(V+21)0R192: 20K12.2EEK(2]0R16: R27URW 550 1FF8H0117H1KYV+1: RITORR

855 1F(FANGIS)ANOPISK(V2+1)+217HEW:V+1+R EIGHK TW/WARDISJON: (TARDISZIINDPERKIWSARI) 25 AND PEER ( V2+7 ) + 20 | TREER ETTER

6TO 1FFAR0192TRER920 650 1289T2aMC42THERRETORN 690 POKEY-21, PISK(V=21)aKC223: HE-MS: 2E2R

899 FRIRT"[ROME][YELLOW]WZAPON: [OREENITM SI (ME INDETURN 900 20KKS: 1, 20: POKES: 5, 5- POKES: 6, C PORTS \*24.15:20R2S\*1.0:20KES\*8.53 910 POKES. PERF(2)ANG223:RETURE

920 POREY-21, 2EEK(V-21)ANG63:1FR-81THENS M-AMORIJAI-C 930 128+8278XMAM=8MC82:82

7.30 - AGCTACTAMAM-ABURELEZ-U
7.30 - POREZ-2.15, POREZ-5,3: POREZ:3,0, PORE
F:4,0:POREZ:4.35, POREZ:3,15
913, POREZ:2-1004: POREZ:1.2 - REXT: POREZ:4.0:
POREZ:2-1,0:RETURA
BOO 1228-PTREE:95

935 4-187(REG[1]\*4]| 8-FEEK(3888-44278-8 1259aBTWFwBOkwy.v nrem(o/alasonen...

900 121R\*\*THEMPOKEV:2, 21ER(0(E)\*50132):2 0KEV\*3, PEEK(0(A)\*30137) 902 122R\*\*THEMPOKEV\*21, PEBN(V\*21)0R2: F\*2 985 1FWR-ROR(FEEK(2)ARO1]-GTRENRETUFN W#-187(RNG(1)\*292+1):1PMR<>RARGENG(1

OF CHECKSTON 2: POKEV=1,155

.87,12.3 1010 GATAG,0,0,0,3,12.88,192.3,12,18,19,192 1020 GATA192,178,140,131,12K,128,128,128

:1.1.1.1,193.49,13,3 1030 0ATRIES.128,128,128.131,180,178,192 .3.13.19.193.1:1,1.1 1010 0A7A3:12.18.192.192.68.12.3,192.68.

1030 0A7A3,13,19,183,193,49,13,3,192,178

1010 Data128-128-125-125-128-128-128-128-128-

1000 017175, 3.15.65.121, 251.251.252.255 255, 216, 255, 127, 63, 15 .255.216.255.127.03,15 1000 017A221.102.102.210.121.40.127.127. 1090 0174221,192,192,210,121,50,127,127, 31,111,111,31,127,125,252,210 1400 208EV-21,PER2(V:21)0810:208EV:5,2EE 1500 20MEV+21, PER2(V:21)0R10: 20MEV: 5.2EE K(V): 202EV+9: PERX(V+1): PO2EV-13.1 1510 PO2E161.1: 20MES-21.15: PO2ES-1.0: 202 1510 POZEZ-01, 1:20KES-21, 15:POZES-1, 0:202 ES-5, 10:POKES-8, 0:POKES-1, 10 1520 POZEZ-4, 21:POKES:1, 21:POKES:3, 15:2

VALUE 13. 10: PRTUPE 1550 122ANOITERERETURE 39 1460 1F2AE02AE0(1-290E(1-211KO(FEEK(9)AE

C-97/6111699 1P: PAIGE: \*OTHERNETURE 1505 1P:PA108:=OTMBERITURE 15TO 121=25A10222K:V2=5:=19TR211610 1550 121=22ANOPEEK:V2=5:=20TREX1650

15 00 121-20 AND PERK | V2-5 1-1 OTHER PORTIDS. 2 1500 ESTUE 

[8] [8MC0] [8MC0] [8MC0] [8MC0] [8MC0] [8MC0] [8MC8] "E8 [8MC0] [75018] [75018] [75018] [75018] [75018] [75018] W RETURE MALECTURA DEGLE TERREVIA ANDRES CONTRACTOR

1620 POWERIDANA, 160: MY-MY-1: V-V-7: GOSTING 100+ PRIET\* (SCHE) [DOME) [DOME) [DOME] [DOME] CORRECTIONS, SETTING 1640 FOR1-OTO5:1228EK/A-409011438TRENKEY

510 PORE1177: 1.170: NK-M2: 1: X-V: T: 008181 Transcript Transcript Transcript Transcript Transcript Contract Co | The state | The state | Down | Down | The state | Th

| | OREZE| "WALLETTER | Sto POKEY=6, REEK(Y=1): POKEY=0, PREK(Y=4) POKEV-21, PEEK(V-21)0816 1860 POKEY-15, 6 1PME-1THENPOKE181, 6:20RE V2-1, 24 15TO 1PWK-3THERPONELSK.S: PONEV2: 4, 24

1870 17ME-3THERPONEISK.S:PONEV2:K.25 1840 17ME-2TRZRPONEISK.2:PONEV2-K.21 1840 17ME-1TRERPONEISI,8:PONEV2-K.22:PON 12:1758-RTRESPONE161,2 900 PORE5:555,127:20KE::1.0:POKES:5.15:

POMES 6.01POMER 21,15:20822 4,17 1910 2084-PERKINITORS SUPONEY, AURONES-1. POKES: 21, 0: POKES:1, 0\*2EEK(V: 50) 1920 20KE16353.129"E=(K-V-1]/2:POKEV-21, 1040 2016101333.227 8118 071 1/21 FOREVEL, P2EK(V+21)490(255-2 K):RETURE 1040 2818T\*[YELLON][MORE][CORN][CORN][CO OMM][DOMM][COMM][DOMM][DOMM][DOM

powel[powel[newel[newel[cows][stort][aid NT] [NIGHT] THE WIZARD RES HEARD VOUL BENA 2660 GATAD, 21, 0, D, 21, D, D, 60, D, C, 126, D, 1, 251, 125, 9, 153, 0, D, 102, D, D, 60, D 2010 GATAG, 28, G, 1,255, 126, 3, 255, 192, 5, 60

1020 GATAG. 255, G. 1, 255, 126, 5, 255, 192, 15, 155, 280, 0, 102, G. 1, 251, 126, G 

8u.128.1.18u.128.c.8c.c 79,120,1110,120,0,00,0 2000 0ATA0,30.0.0,35.0.0,38.0,0,38.0,0.3 8.0.0.38.0.1.231.128.0 2000 0ATA0,0,0,0,0,0,228.0.1.221.0.3.221.0 .T.182.0.13.193.31.223.187 2100 GATA223, 224, 127, 31, 235, 231, 0, 18, 0, 0

2130 GATAG, G, 28, 0, 0, 110, G, G, 191, G, 1, 127, G, 2, 231, O, 3, 232, O, 11, 248

2180 GATAG, 23,221, 0,47, 192, 0,139, 0,1,120 0.11.824,0,29,123,0 2180 GATAG, O. G. O. A.

2190 04TRO, 30, 0, 0, 128, 0, 0, 288, 0, 3, 280, 0, 7,228.0.31.102.0

2200 OATAIS.126.0.05.0.0.122.0.0.16.0.0. .85,259,252 2240 DITIAS.11.1.0.11.0.0.11.0.8.176.0.0

2290 DATAD, 21,0,0,21,0,0,21,0,0,126,0,0 2500 DATAD, 60.0.0.107.0.0.271.0.0.101.0 PRID DATAD, 176, 0, 0, 60, 0, 0, 0, 0, 0, 0, 0, 0

.0.0.0.0.0.0 2340 0ATAD.D.D.D.D.D.32.D.D.112.D.D.170 230 0AT1126.0.0.95.0.0.210.0.0.210.0.0 101.0.0.100.0.0.9.98.0 2350 01710.07.0.0.96.120.0.210.61.0.210.

250 0,1,216,0,5,292.0,0 2560 0ATIO,0.15,0,0,18.0,0.15,255.255.25 5,126,0,0,187,18.77,18.77,16.271.61 2570 0171217.56.201.111.170.69.116.170.6 9.126.0,0.255.255.255.255.255.255 9.120.0.0.0.200.200.200.200.200.200.200 2389 0871255.255.255.255.255.255.255.255.255

255.255.255 DATA255.255.255.255.255.255.255.255.255 .255.255.255.255.0 2120 DATAD.15,255.0,255.255.7.255.255.51 .192.0,62.0.0.60.0.0.120.0.0.130.0.120 2130 DeTA2ED, 6s, 132. 210.81.72.240.04.50, 210.6s, s1, 210.81, 76.120.00.50

2160 0ATA120.0.0.0.0.0.0.52.0.0.63,192.0. 1255.255.0.255.0.255.255.0.15,255.0 2150 0ATA255.210.0.255.255.0.255.255.221 2870 ORTRO, 0, 30, 0, 0, 60, 0, 0, 121, 0, 3, 246 2

55,255,224,255,255,0,255,280.0.0 55,255,224,255,255,0,255,280.0.0 5000 ORTHIS 2,253,131,252,140.0,135,255,1 60,21,16,200,252,200,255,135,254 6.236.50,235.0,235.356,235.4,231 5020 Geta36,255,169,16,21,101,253,101,25 3,58,229,252,229,352,21,101,258 5050 Geta135,258,185,255,105,128,135,255 95,32,13.182.162.6 ,95,32,13,182,162,3 3010 ORTAL 89,128,192,166,189,138,192,113 ,251,202,208,288,188,233,188,232,98 3010 ORTAG,1,2,3,80,81,82,83,130,131,128

NORC OATALO2, 1, 180, 1, 32, 103, 102, 200, 192, 0,200,248,232,221,9,208,241,98 0,200,248,232,221,9,208,241,98 3070 0ATA32,43,192,180 10,189,132,143,23 1,180,60,189,128,113,234,200,189,133 1,10,20,109,128,133,236,200,169,133
3060 0ATA15,284,06,39,35,192,160,33,189
1,139,115,234,360,82,169,133,143,251
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92,169,8,133,231,182,11,184,321,234
3100 0ATA31,182,192,100,136,73,149,193
310 0ATA31,9,150,132,24,732,21,33 3310 DETERM: 9,100,1,32,43,172,103,204,2 6,233,280,178,2,198,253,133,254 3120 DETA32,108,192,32,7,193,200,102,10,

3130 OATA131, 230, 132, 249, 162, 8, 32, 183, 19 2, 183, 234 21, 103, 10, 114, 2 230, 253 3130 GATA186, 0, 182, 1, 32, 63, 192, 163, 234, 5

5,233,210,178,2,198,233,133 231 3180 GETE32,108,102,32,85,103,232,221,9 31TO GATEL34, 250, 132, 249, 142, 8, 32, 181, 19 .183,231,21,103,80,118,2,230,233 ;80 0AT&133,258,202,208,239,188,230,161

3190 GATA182, 9, 180 1, 32, 23, 192, 185, 232, 5 8.233.280.178.2.108.234.133.236.102.5

3250 DATA32.168.192,165,254,28.105,26,18 4.2.230.255.133.1254.202,206,259,96 3210 DATA60.9.167.1,22.25,132.25,252.254.56 6.233 286.176,2.196.255.133.254.162,7 2722 DATA62.155,197.166.255.133.254.162,7 2722 DATA62.253.197.202.202.206.05 3339 DATA62.233.198.202.202.206.05 3339 DATA62.233.198.202.202.202.206.05 3339 DATA62.233.198.202.202.202.202.206.05

4.2,230.255.133.454.202,206,230.05 2270 DATA32.233.149.23.25,193.32.03.193. 32:031.153.76.146.198 32:0 DATA160.0.160.7,22.100.192.202.32.3 32:0 DATA165.0.160.192.100.0.192.202.32.3 32:0 DATA162.5.32.160.192.102.0.0.59,137, 32:0 DATA162.0.160.5.32.103.192.135.32.3

05.102.37,164.192.37,185.192.182.39.382.1 3270 DATA160.5,32.187,192.180.5,189.136. 185.250.0ATA160.5,32.187,192.180.5,189.136. 3280 DATA162.5,160.5,38.105.192.200.32.1 3.192.146.204.56.633.840.176.2.148.255

,141,192,202 202,239,98
3430 DATAO,40,80,120,140,200,240
3440 DATA140,0,132,251,142,5,32,105,192,
202,32,105,192,32,185,192,146,251,202
3450 DATA1492,10,205,235,140,0,142,8,32,14
51,192,140,0,1402,5,32,145,192,146,181
3140 DATA141,39,133,149,214,141,0,130,96

ECTO DATAL 351.2.250.6.251.6.251.7.16.279.
37.273.64.192.128.127.
5000 PATAL 0.6.51.6.77.20.00.00.1.0.95.0.6
5010 PATAL 1.20.0.2.19.6.0.27.16.0.6.17.
111.0.5.12.5.10.6.20.00.151.5.8.0.0.18.9.2
5020 PATAL 0.8.0.0.0.151.5.8.0.0.18.9.2
5020 PATAL 0.8.0.0.0.151.5.8.0.0.18.9.2
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9.111,143,156,161.171,201.223 20010 DATAE.4.3.0,0.01,53 54.61,57.83.5 9.65.80.87 52.108.0 65335 MEMT(181)[UT][AVEON][WKITE](C) CAR L MULLER 1065





## Spectrum

Dan't be faaled by the apparent simplicity of Drip Drop. The gama bacomes progressively mare difficult and addictive.

The alm of the game is to control a robot to catch falling drops of water. Easy enaugh until and drop of water becames two and then three. And, to complicate matters, each drip drops at varying speeds.

The listing is in two parts. Type and save pragrom one, then type in progrom two separately and sava it an tape after

twa separately and sava it an tape after the first.

The listing includes graphic instructions which are underlined, Type any

underlined character or digit in graphics made (CAPS SHIFT + '9'). A digit may be preceded by 'shi in this case hald dawn a shift key when typing it. Other underlined instructions are shown in

brackets.
Control keys are Q for left and P for right.

By Richard Taylor

### LISTING ONE

- 10 FOR k=USR "a" TO USR "b"+7
- 20 READ X; POKE k, X! NEXT k
- 30 DATA 60,219,255,129,189,165
- 40 DATA 0,16,56,124,124,124,12
  - 4,56 50 LOAD ""

### LISTING TWO

- 1 INK 7: PAPER 0: BORDER 0: C
- LS : PRINT "HELLO" 2 FOR x=1 TO 72
- 4 READ z: BEEP ,1,z: NEXT x: BEEP .1,0
- 5 REM data for tune, if get E. OUT OF DATA then check following
- numbers.if dont feel like typin g tune out then start at line 7
- 6 DATA 0.2.3.2.0.0.2.3.2.0.3. 5.7.3.5.7.7.8.7.5.3.2.0.7.8.7.5. 3.2.0.0.-5.0.0.1.-5.0.0.2.3.0.-5. 1.0.0.-5.0.0.2.3.5.7.8.7.0.2.3.
- 5.7.8.7.7.5,3.7.5,3.0.2,3.2,0.0, 2.3.2,0.0,0,-5,0,0,1,-5
  - 8 REM introduction screen



# After 17 visits to the Pleasuredome. the novelty was wearing off.

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130 PRINT FLASH 1: INK 7: PAPE

131 PRINT INK 6: AT 3,21: "PLAYE

R 1; AT 0, 20; "INFORMATION";

 c+vg/games book/drip drop/2 R "; INK 5; a\$ 9 POKE 23562.1 132 PRINT INK 4; AT 6, 21: "LIVES 10 PAPER O: BORDER O: BRIGHT 1 ": INK 2:11ves : CLS 133 PRINT INK 3: AT 9.21: "SCORE 15 LET 11ves=3 16 LET ac=0 ": INK 2:sc 136 PRINT INK 3: AT 12.21; "BEST 20 FOR #=2 TO 6 ": INK 6: hi 30 PRINT INK a: AT 2.8: "sh3sh3 137 GO TO 700 sh3sh3sh3 sh7 sh3sh3sh3 140 CLS : INPUT INK 4; "YOUR IN sh5 6 sh5 5 sh5 s sh5 5 sh5 5 ITALS PLEASE ?":s\$: LET c=LEN s\$ h5 5 : IF c>4 THEN BEEP 1.1: PRINT " sh5 sh5 5 sh5 NOT MORE THAN (inv vid)(inv vid) shlsh3sh2 sh5 shlah3sh2 4(true vid) LETTERS MAX!": PAUSE sh5 5 sh5 sh5 sh5 105: GO TO 140 ab 5 sh5 sh5 sh5" 145 IF c<1 THEN BEEP .5.1: PRI NT AT 10.0; "DON'T BE AWKWARD MY 40 PRINT INK s-1: AT 10, 7: "sh3 CHAP/CHAPESS!": P sh3sh3sh3 sh3sh3sh3 sh3s DEAR AUSE 105: GO TO 140 sh5 6 sh5 5 sh5 5 sh5 5 150 GO TO 101 sh5 5 499 REM end of game program sh5 5 sh5 5 sh5 5 500 REM sctus1 game program.fir sh5 5 sh1s sh5 5 sh1sh3sh2 st few subroutines make the move sh5 5 sh5 sh ment variables 5 sh5 5 sh5 sh1 700 LET c=6: LET d=6: LET r=19: sh3sh6 sh5 sh5 sh1sh3sh2 sh5 LET c=10 710 GO SUB 750 44 BEEP .003.13: BEEP .009.15: 720 GO SUB 850 BEEP . 003.11: BEEP . 009.11: BEE 730 GO SUB 950 P .003.15 50 PRINT INK 5; AT 9,7; "B"; IN 740 GO TO 1000 750 LET s=6; LET b=INT (RND\*16) K 5:AT 9.19:"B": INK 5:AT 8.15:" : LET f-b B": INK 5:AT 7.24: "B" 755 IF f=0 THEN GO TO 750 55 BEEP .003,-5: BEEP .003,-7: 760 RETURN BEEP .003.-1: BEEP .009.-4: BEE 800 REM next few lines are impo P .003.-1: BEEP .009.-4 rtant they decids wether you hav 60 PRINT INK 5: AT 17,6; "B"; I NK 5: AT 16.14: "B": INK 5: AT 19.1 e scored snything or lost a life etc 7: "B": INK 5: AT 17.21: "B" 840 IF sc>40 THEN GO SUB 9000 75 PRINT INK a+1::AT 21.5: "HI 850 IF sc>20 AND d<19 THEN T THE S KEY TO START": IF INKEYS TO 7000 852 LET d=6: LET e=INT (RND\*16) ""s" THEN GO TO 100 855 IF e=0 THEN GO TO 852 80 NEXT #: GO TO 20 860 RETURN 100 GO TO 140 101 CLS : FOR a=0 TO 150: LET b 950 IF sc>40 AND o<19 THEN GO =INT (RND\*30); REM cavern graphics TO GOOD 116 PLOT INK 4; a, 170 952 LET o=6: LET n=INT (RND\*16) 119 DRAW INK 4:0,-b 955 IF n=0 THEN GO TO 950 120 NEXT # 1005 IF s>=19 AND c=f THEN GO T 123 REM information table graph 0 6000 ics and gubbins! 1010 IF a>=19 AND c<>f THEN PRI 125 FOR s=157 TO 160: PLOT INK NT AT s,f;" ": PRINT AT d,e;" "; 2:8.0: DRAW INK 2:0,170: NEXT PRINT AT o.n;" ": GO TO 4000 s: FOR b=252 TO 255: PLOT INK 2 3000 REM the next to lines shoul : b. 0: DRAW INK 2: 0, 170: NEXT b: d be entered with the A and B in FOR s=157 TO 255: PLOT INK 2; a 3010 INK 7: PRINT INK 6; AT r.c: INK 2:0.3: PLOT INK 2 . O: DRAW :8,170: DRAW INK 2:0,-3: NEXT s

3020 PRINT INK 5; AT a, f; "B"; AT

3024 IF sc>40 THEN GO SUB 9000

s-1,f;" "





# GOOD BYTE

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| March | Marc

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the B in graphics mode 7000 PRINT INK 5; AT d.e: "B"; AT

3025 REM next line decides if yo d-1.e:" " u are to proceed to the next lev 7020 IF d>=19 AND c=e THEN GO T el of difficulty 0 8000 3030 IF 90320 THEN GO SHE 7000 7040 IF d>=19 AND c<>e THEN PRI 3040 PRINT AT r.c-1:" " NT AT d.e:" ": PRINT AT a.f:" ": 3050 PRINT AT r. 0+1:" " PRINT AT p. n: " "; GO TO 4000 3120 IF INKEY\$="q" THEN BEEP .0 7050 REM 7080+7100 DECIDE THAT I 03..0009: LET c=c-1 F YOU HAVE ENOUGH POINTS TO REWA 3125 IF INKEY\$="h" OR INKEY\$="H" RD YOU WITH AN EXTRA LIFE THEN POKE 23562.5: PRINT AT 21 7080 IF sc=50 THEN LET sc=60: G .O: "PRESS ANY KEY": PAUSE O: PRI O SUB 8700 NT AT 21.0:" ": POKE 7100 IF sc=100 THEN LET sc=110: 23562.1 GO SUB 8700 3130 IF INKEY\$="p" THEN BEEP .O 7120 LET d=d+, 3: RETURN 03..0000: 1.FT c=c+1 8000 LET sc=sc+2: PRINT AT 9.21; 3160 If c>16 THEN LET c=16 "SCORE ": INK 3:50 3170 IF c<1 THEN LET c=1 8100 IF ac>hi THEN LET hi=sc: P 3173 REM next line decides if yo RINT INK 3:AT 12.21: "BEST ": IN u have scored ten and if so it s K 6:h1 8120 GO TO 850 ends you to the next line 3175 IF sc>=10 THEN GO TO 6100 8700 FOR a=0 TO 19: PRINT INK 4 AT 21, a; " BONUS LIFE! ": BEEP . 3180 LET a=a+.5: GO TO 1000 3999 REM next few lines are the 25.1: NEXT a the lines in the program that m 8710 PRINT AT 21,0; ake you loose a life ": AT 21,0;"P RESS ANY KEY": PAUSE O 4000 IF 11ves<1 THEN GO TO 5000 4005 BEEP .1.-5 8715 PRINT AT 21.0:" 4010 LET lives-lives-1 4020 PRINT INK 2: AT 6.21: "LIVES 8719 REM next few lines restore ": INK 4:11ves the sceeen back to normal after 4100 GO TO 710 being messed around by the hiscore 4120 GO TO 710 8720 FOR g=157 TO 255: PLOT INK 4999 REM end of game sequence 2; q, 0: ORAW INK 2; 0, 3: NEXT q; 5000 CLS : FOR a=0 TO 10: PRINT FOR t=157 TO 160: FOR y=252 TO AT a, a; " 255: PLOT INK 2: y. 3: DRAW INK GAME OVER ":a\$:" 2:0,4: PLOT INK 2:t,3: DRAW IN K 2:0,4: NEXT y: NEXT t: LET liv 5010 PAUSE 15: NEXT a es=lives+l 5020 FOR n=10 TO 29: BEEP .015.n 8730 PRINT INK 2: AT 6.21; "LIVES : OUT 254.RNO\*7: NEXT n: GO TO 1 ": INK 4: lives 8740 RETURN 5999 REM score sequence 9000 PRINT INK 5:AT o.n:"B":AT 6000 LET sc=sc+2: PRINT AT 18,f; o-1.n:" " 9009 IF o>=19 AND c=n THEN PRIN 6010 PRINT INK 7:AT 9.21:"SCORE T AT p.n:" ": GO TO 9500 "; INK 5:sc 9010 IF p>=19 AND c<>n THEN PRI 6013 REM next line decides if th NT AT o,n;" ": PRINT AT a,f;" "; e hi-score has been beaten PRINT AT d.a;" ": GO TO 4000 6015 IF so>hi THEN LET hi=sc: P RINT INK 3:AT 12.21: "BEST ": IN 9090 LET 0=0+.3: RETURN 9500 LET sc=sc+2: PRINT AT 9.21: K 5:h1 "SCORE ": INK 5:ac 6020 GO TO 710 9510 IF so>hi THEN LET hi=ac: P 6105 IF sc>20 THEN LET a=a+.5: RINT INK 3: AT 12.21, "BEST ": IN GO TO 1000 6110 LET a=a+.9: GO TO 1000 K 4:h1 9520 GO TO 950 6999 REM in next line the print 9997 REM MATTHEW TAYLOR 1985 statement should be entered with

9998 REM . . , END OF PROGRAM. . . ,

9999 SAVE "DRIPDROP" LINE 1

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In Truckle you travel down the scraan avaiding pillarboxes, lampasts and the edge of the road by using the key Z far left and C for right.

Use the Space Bar to pause the game and Return to

When you reach a scora of 2.500 darkness falls and It won't get light agoin until 4,500.

The listing is in two parts, type and save program one, then type and save program two separately.

Any words inside square brackets eg [HOME] - represent cantrol keys and will be shown an the screen as a graphics symbol.

Some parts of the pragram laak rather odd — far axample in program one lines 230,240, etc. These are correct and should be typed in as shown in the listing. Remember words immediately enclased in matchina squore bracket represent control keys.

By Andraw Philipatt

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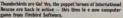
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# COMPETITION







Thunderbirds was e highly popular television series which started ie the mid-1960s. Repeats are still shown from time to time

Each week viewers thrilled to the exploits of the five Tracey brothers end their friends Lady Ponelope, Parker and Brains, who ran e private rescue service, savier the world again end agale from doom and disaster. When ell seemed lost International Rescue, le their five wonderful Thunderbird craft, would ha called le. No job was too difficult for them.

Thunderbirds was created by the imeginative Gerry Andersoe, who was responsible for many other smash hit ppet shows such as Supercar, Fireball XL5, Stingray, Joe 90. Captale Scarlett and more recently Terrahawks.

Now Thunderbirds One end Two are back in action in Firebird's new game. Their mission: to rescue e team of egyptologists trapped deep Inside e tomb. The game combines maze complexity eed strategy es the two Thunderbirds move deeper Into the tomb.

Now Is your chance to joie ie the rescue action in a great competition from Computer + Video Games and Firebird. We've got 25 of the new games es prizes for you to win. All you have to do is enswer the three questions below end fill in the tiebraaker to be le with e chance to win.



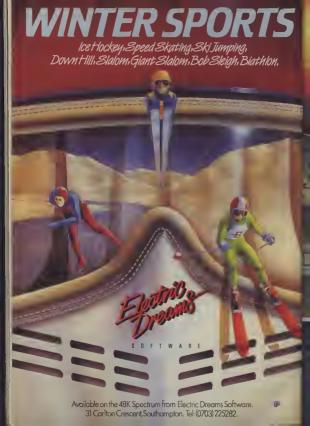


### C+VG/FIREBIRD THUNDERBIRDS COMPETITION QUESTIONS

- 1) What colour is Lady Penalope's Rolls Royce? Thunderbird craft they are essociated with?
- 2) Rome thran of the five Tracey brothers and which

3) Where is Thunderbird One's leunch pad hidden? Tie breaker; in no mere than 20 words, say which one of the Thunderbird characters you would like to be, end why?

Sued your eeswers to Computer + Video Gamas, Thunderbirds Competition, Priory Court, 30-32 Farriegoon Lane, Landon ECIR 3AU. The closing date is December 16th and the inditor's decision is final.









# \*ARCA



### • GAUNTLE

A band of four uncount their tites as low upon raw of sercedar demons and greats descard upon their. Split by the fight they try to raily. Over here

flow the year of your own has year Owenite the CE I make and the year own has hear have an extension of the hear own has hear own has hear own has within seconds of the or within seconds of the own within seconds of the own dead grow. Enably they make deed grow. Enably they make deed grow. Enably they deed grow Enably they do not consider the powers are not much help in the powers are not much help in the they will all which will strong or mout has protected her opposite they of the strong or mout has protected her opposite they of the strong or mout has protected her opposite they of the strong or mout has protected her opposite they of the strong or mout has protected her opposite they or show they show they show they show they show they show show

mission.
The search for the aut begins next. Questin has diready found a key. It is support that has diready found a key it is support that have keys are not needed to appen the gate as the seemy quested cannot find a lensest trapping seat a mospitual potion. Quode for d'Blash Thyra stoops ha pict, it up. It may altopo to go to the control of the potion and one of a member of potions and your libe he helpful potions.

They rook round amoritise band more reastive and amongst them is The Grinniesper humself Clark in black this roull leng-tike figure leagst lewerful share. If will be a long fight end many letter out only fight end many letter will be needed its stur lize. Perhaps a major politici will die the trick?

The wistory is dying intenes a clear loud valce. As it finishes speaking it can be seen that Wertin is fading feet.

He is in argent need of food to restore his hadfill or for more trainty to the gal files had machine. Martin's health has suffered in the lest fight. But he street with another 1000 health units and zevives, finishers for manufactures.

recome wins one reviews, fighting fir mere octue. An exit is found. The four disopeon down the hole and find the-motives an in new level. The cerridors are more complian cost their streets to be many mere Grunia and Lobbers around. This time they have

learn their lesson. Stoy theyelve on the specific on Sight as one. There are theyelve other the control which fill the cathery of the cathery of the cathery of the cathery of the cathery and the cathery while it is that the cathery th

In its a Tourisher's traboout.
In its a Tour player game with sumshipmonous play the foot at the Month and its Mind. The broadly oil the game is that players can feare profession, the major of the profession of

to Lendon
To complete the quest off four characters are necessary.
Each has its own strangilistics

fixed someone may well be self-ling in there? The mest important wanting is given when your health declines, there is plenty of time to sa linter! more manay and

continue playing.
Gounter bus certainly preIts popularity in the States, a
Aton hapes that I will do a
will in the UK. We are
delighted to see day poople
ploying sony. Anor's Drovid
Smith. The English are in
general more inserved than
the Americane, but we've.

overcome. There is so much to learn obsult the gome. The property of the prope

tell done Atan:

### INDIANA ONES

Indians Janes Is back in whip cracking form. Fallowing the huge success of the move it too only a matter of time before Indiano-Jerres and the Renale of Doors made its elebal In the agrades.
Help not before the services of the services of

stills May tomessue the children locked in cages, by willeding his anoken-like whipe is open the doors floor Thuggers growth card some constitution and some constitutions and some constitutions are some constitutions and some constitutions and some constitutions are some constitutions are some constitutions are some constitutions and some constitutions are some constitutions are some constitutions are some constitutions.

The children are lacked in Innovivular pages, each on a different fewel, connected only by rickery hadders and network paths. Watch your step Innovivular parts with the page of the thing will plumment to fits date A goad tip when beating off the Thuggees is to hit them mere than anna 19 yeu are at the woll-ways and manage to do that, they will fall a couple of levels, giving you mere intending species to reach the critical control of levels. giving you mare or reach the critical control of the co

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the start, Old Scores is a mystery to everyone
Even I haven't got a clue what it's about
So it sounds as if you'll have to play it by ear
When that little lot's got your brain in a
flat soun mystery to be the start of the star

When that little lot's got your brain in a flat spin and your knickers in a twist, you'd better get yourself straightened out...

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# .. & We Make Metter





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> displayed clearly on screen. Now, isn't that better? SPECTRUM, AMSTRAD COMMODORE 59 95 BBC/ELECTRON 510-95

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# MUGSVS







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bit af help and
assistance? Then
why nat write to
the Bug Hunters at
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ondon FCIR 3AU

# DEAR BULLIONS

I'd been almost four weeks in a hospital bed, but it was worth it for the Information. I'd also had plenty of time to plan my next ettack on the Bug Huntar Recreation Room. It was an Idle comment by Otlas that gave ma the vital

clue. The drinks machine was borrowed from the Tropical Paradise Club down the road. A nice big machine with plenty of room inside for both myself and my bandages. Birbing a smelt droid to wheal the machine into

the room — (You needn't try to put that on axpenses! — Ed.), i got my second look at those daredevil Bug Hunters. They were all gethered

around a table near the far side of the room where B-Con was trying to teach them how to play cards.

"But your cards only have ona epot on them, and mine have seven," Big Rad was complaining. "You said that the more spots a card had the better it was, and if it had a pictura on it, then it was better still."

However, it you'd been listening properly, you'd hear have heard ma say that the Aces are special, and have the highest value of all," replied B-Con, controlling his obvious exasperation.

"I was hatening," said Big Red. "I've been told that my heering is vary good. Only you didn't tell ma that the Aces only have one spot." "Oh, good hearing, eh?"

queried Otiss. "I seem to remember you having very bod hearing whan those C+VG readers were phoning up about the Manic Pacman program that Commodore 64 of yours. It's not really surprising either, given the amount of garbage at

the end of that listing in the October issue."

"My hearing is perfectly key lines of the control o

difference if you just stop

after typing line \$1106

1 think some people
may be having trouble
with the longer times,
such us 38 and 280,
which are shown in the
listing as being more
than 80 characters long
So, you've got to miss out
so, you've got to miss out
misses, and the listing
abbreviated commands,
such as P and

SHIFT+'0' for POKE.

"Anyway, if everything has been typed in according to the listing, then the program should

work."

"Hava you two quite finished?" enquired B-Con, dealing another hand, "Good, then maybe we can stop chenging the subject and get on with the game. I do believe I'm winning."

"By the way," murmured x. All heads swivelled towards X. They always did when X spoke, simply because he didn't say much, so when he did speak it was usually tairly Important, "I don't want you to think I'm trying to change tha subject. Only I wondered whether anybody would be Interested in the new drinks machine which that droid over there has just delivered."

"s knew it," gloated Offss, "Power. That's what it is I told you they'd break eventually. All we had to do was hold out for long enough and they had to give in. You see they need us We're not

ontinued on page 94 b

usf your common everyday service robots. I'm ... I mean WE'RE better fhan the rest. Next. time maybe you'll tistan to me. Instead of ...

"Have you faken a look at this machine" Interrunted B-Con "it's quité unusual. Look et these drinks ... Tegulle Sunrise ... Hawilan

Punch.. "Not exactly a tastefut collection," said Otlas. "However, it's a lot hetter than before. Of course, if we continue to ignore them, they'll orobably buy us yet another machine or possibly something much betfer altogether."

"I don't care what it testes like" boomed But Red. "I'm thirsty. I could drink an ocean, but I'd probably sfart rusting.

Here lef me have one "Hold it, lead head! shouted Otiss, "f got tha machine, so fm going to be the first to use it. Out of my way B-Con. Now then, I think I'll try this unusual concection.

down at the bottom here" I felt something hit the back of my neck.

\*Funny Nothing happening. Give it a klck Red" said Otiss.

"DON'T do that!" B-Con warned "Remember how the lest machine got

broken? Don't try and fell me what I can and cannot do," werned Otiss, "You're not even fit to print a Spectrum Ilsting correctly."

"There's nothing wrong with my Spectrum listings." B-Con objected "Oh no? Well, why

weren't fhe graphics converted in the listing of Moon Buggy in the October issue, so that people could understand whaf fo type?"

"They were just the normal Spectrum userdefined graphics." Insisted B-Con. "All anybody has to do to find out what to type Is to run the program with lust lines 112 to 117 inclu sive. Then, if they print out the graphics characters 'A to 'P', they'll be abla to see which is which

"Well I still think if would have looked better If you'd converted the graphics like you're

supposed to," Otlas informed him. "Now then Bic Rad, Why haven't you kicked the machine yet?

"I'm not going to do anyfhing until you apologise for calling me a lead head," Red said sulkily.

"Don't ba stupid," said Otiss, "I was only telling the truth. You're made of a metal compound, sist trke the rest of us.

have metel in it. So why shouldn't I call you lead head?

Suddenly Otiss, who had been rolling eway from

the machine, came charging towards me. There was a loud crash, the plastic cup dislodged fteelf and was immediataly filled by five cup-fulls of steaming liquid.

"Before you do anything, I'd like to know If Big Red's excellent hearing heard enything Just now," said B-Con.
"What? You mean a

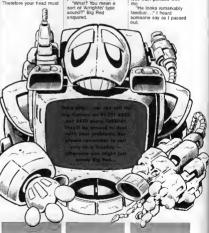
"Well, fid have described it more as an 'Uggahh' sound, buf vou're close" contirmed R.Con.

"No. I didn't hear anything," said Red "Now, I think i'll have the Teguila Sunrise, second from the top. Here

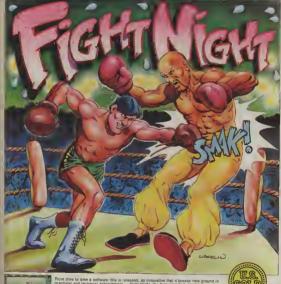
0000 "Say, Otiss What does yours taste like?" Red asked, a slightly puzzled expression on his tace. would have sworn mine was tee. White with

medium suger"
"f knew it," shouted Red, and peye the machine a hefty klok The machine didn't seem to pleased about this and

decided to fall apart. I knew the four faces stanng down et me were less than pleased with



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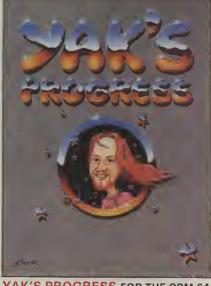




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shirt. Not bad, huh?

refuse, Just check out the questions and ruch your entry off today!

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Name the Spielberg TV tiim which feeturnd ea apparently driveriese giant truck which terrorleed a poor defenceless materiet. Close Encoueters of the

fills the gap? 3. Spielherg made e film ebout a little ellen called E.T. who was strended on Earth. What do the ieltiels stand for?

4. Which nesty creetares terrorised a small Americee towa. Was it A) Gebline B) Gnomes, C) Gremlins, D) Gnocci's?

WO little people la est fer pirete	will got a copy of the game and a dubisan. New this is a competition you can't	can female reck eter the theme true to Geeales film?	sings -	
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On Presid



may surprise you to learn that many of our most famous pop stars are interested in computers and computar games ENDY PEARSON discovers what the average computer ing rock musician does after a herd day at the studio n't you ever wor

ho would think shows up, too, in the that sameona with a name like Rat Scables would have fun playing with a Dragon 327 Fans of pop group The Demned may be surprised to hear that Rat's favounta pastime is playing the best sellina Chuckis Egg on his micro - that is when he isn't collating details of the band's activities and details of their latest releasas Bat 29 whose real

name is Chris Miller, also loves arcade gamss. "I'm a graat erceds gerne freak and I especially liks the boxing

ones. My favourite one. though, is Popeye, which I started playing on our trips to Amarics two vsars before it was released

Other favourites Include Kuha Fu and space games, "You know, tha onas where you ast a load of speakers up your burn!" No wonder one of the band's recent singles was callad Grimly Fiendish!

The space age fixation

working title of the hand's current album, Flyovers from Mars

Mr Scabiss has a serious use for his micro too. 'Tuse it for listing all our records and information on singles including the highest chart positions. where they recorded, the producer's name, how msny we've

them and so on

"I update it whenever necessary so that at any given time we can produce details of things we've done and run it off for whoever wants it, on a computar printout. The great thing about it is that it's so good at information storege - just like a fring nahinet

Rat used the Dragon a lot in the days when he used to run a band. At that time, thay had their own marchandising company making things like t-shirts and in true form, he used a stock control program to help things along.

He sien reckons computers. In a way, help tha systam. Someone can elways crack the uncrackable. Computers are having

their effect in the recording studio too. At the band's studios, all the sound recording and mixing datails are transferred onto donk

Things like frequency. sold, when we released noise levels and other technical datalis ara backed up to disk, which meens that 48 independent mixas can bs stored on one disk using the SSL (Solid State Logic) suetem. But when it comes to

progremming, Ast isn't interested. "Why bother? Programming is so slow. it's not really worthwhile" However, he did give

Basic a crack, annolling at West Kensington College for a six wank course. was really good value, only £8," ha says. "But being in e bend and all that. I missed tha third lecture and totally lost track of



Playing with micros must run in the family. Even Rat's dad, whose love of music snoompssses Wagnar rether than rock, keeps his record collection up to date using an Atari. "He's an accountant but he's into Wagner in a big way."

Another home micro fan is Dalphin Taylor, from Spear of Dastiny, However there is one problem on the horizon, "My Amstrad CPC464 wakas up my airtfriend with its bleeping said Dolphin, who likes to play with his Amstrad in the middle of the night.

"We've had a few rows ebout it, which is ironic as it was her idea to get it in the first place' In computar buff terms

I'm a comparative novice, but I got into it originally because ot the computerisation recording studios, which I find very intaresting," hs

Will he upgreda to the disk version? "It depends



for the tape version and the loading time doesn't bother me, even if it is slow. But I do have a 10-year-old friend who's disgusted at the speed of it and thinks

it should load a lot faster. An artistic soul, Dolphin likes drawing on the Amstrad, plotting sets of numbers then seeing what comes out "I find that quite relaxing," he said. "I'm not exactly much of a meths

person." He's also busy "wedlen" his way through Basic. "I do charts and things but I haven't written any original programs," ha says. "I like playing gamas on it. particularly the Wild Bunch. a western-type shoot-out game where you play poker with the town bandit. Other onas I like are sporty Onne like football managers and Tennis, i'm not really the type who likes blasting allens."

At Virgin, Haavan 17 membars Martyn Ware tham," ha laughs

and Ian Craig-Marsh both owning BBC Bs.

Manager Keith Bourton tilled us in on the details "Martyn uses his BBC for loads of Interesting things including accounting. He's linked info Prestel, and has a banking system which lets him smuggle money north of the border. It lets him do amazing things with his money at the Bank of Scotland without even

touching It!" 'Martyn Is a former computer programmer and he even booked his holiday in Venice using the BBC He's a regular consumer of computer magazines and software. and knows too much about it for his own mood He's also got a Spectrum, and he's a real buff He bought me a Spectrum for my birthday so now he's trying to educate me on it." Two of them in the band

are really into it all, and their came across as the manager is desperately technocrats, with bend trying to keep up with

len Creig-Marsh is another ex-programmer When we did our last LP. How Men Are, (which feetures a 40-piaca orchestra) he did a bar chart with all the costs involved in making the album including the cost of

the producer, engineer, studio and everything, so we can see where we've spent all our money Much to Keith's rallet, vocalist Glen Gregory Is "completely computer literate." On asking for a word with Martyn, we were told he couldn't oblige as he is "all quoted out end is

afraid he will be perceived as a musician who always talks about computers' But this IS a computer magazine .Oh well, on to someona who Isn't quite

so shy. The Rolling Stones' Bill Wyman is well known for cetaloguing everything on his micro and will soon be writing a history of the Rolling Stones on It. according to spokeswomen Kelly Pike At the time of going to press however. Wyman was on the beach in the South of France and despite repeated efforts by his record company ha couldn't be hauled off it to come to the phone

Bob Last, who manages Human League, Scrilli Politi and ABC through his firm Tunenoise, is also a great micro fan and at the last count he had an Enson PX8 portable a BBC B with verious add-ons Spectrum Plus and two Apricots, which all help him to keep the bands' affeirs under control

"I use the Spectrum solely for games at this stage although we have a small demo studio and we're working on music softwere using the Spectrum, doing digital sempling. Most music sottware is certainly useful," he says.

'Knight Lore is my tayourite game, eithough after two weeks of playing It. you get a bit fed up with it. Tuse the BBC for games but only ones on disk, as tape based games are a peln

"I also do home banking through Prestel end electronic mail using Talacom Gold as there are no games for the Epson

"Lots of people who buy records also by computer gamas - they're the same sort of people and tha attraction of micros for me was the fact that our business is concerned with entertainment of all kinds\*





Singer Kim Wild

Bob says his various clients usa micros for recording, with Human League having done one of tha first electronic albums. Tha band's lead singer, Philip Dakkey, is also a committed micro freak who owns a MAC, Atarl. Spactrum, QL and Tandy.

"Acomsoft garnas are fairly reliabla," says 8ob. 
"Avlator is a good flight simulator but I don't like 
Elite as it's too much affort. 
I preter the taxt 
advanturas. My other 
favourite garnes ere Jat Sat 
Willy — if I'm in a bad

mood, and Fighter Pilot, tha Spectrum flight simulation program." Elite, howavar, wins hands down as Chris Cross's favourite game A membar of Ultravox, he owns a BBC and although to likes playing games ha

mainly usas his BEEB to compose and racord music using the UMI systam. Chris Sievy of Chris Siew

Chns Sievy of Chris Sievy and the Freshtes wrota a game for Virgin called The Bizz for the Spectrum 48K "It contains aight songs by us including "I'm in Love with the Girl on the Manchester Virgin Megestore Check-out Desk, one of our many flops," says Chris modestik.

The Biz" also features an interview with Chris and one of his greatest tans. Frank Sidebottom, who now has a record deal of his own. The Inteview ouldes Frenk on how to gat into the music business. and the infarview itself takes that form of a game. "It took me 18 months to write and the game encompassas everything you'll meat in the music industry," says Chris

"The Interview is a piece of softwara within an album, really it also has a competition in it, and from that we chose soma kids who will be recorded on our next album. So we might find the next Georga Michael — you navar

.....

Chrs's band also did a single for EMI called Camophiage, "the world's first gama on a pop record," says Chns. who bagan faaturing games on records in 1981. "On tha 8side were three programs for the ZX81 which consisted of graphic displays which went with songs. Two of the games. one a 1K and the other a 16K version, were called Fluing Train, and a Spectrum version of this gama was put out on its own through Manchestar base Bandom Becords

Chris, a seasoned homal computer usar, owns a ZX81 to see how much he can fit into 1K.

Although the band has never had any big hits, they have had 19 singles out on home micros including Curt Smith of Tears for Feers, Stuart Ademson of Big Country, Marillyn, Steve Winwood, Brinsely For of Asward, Stuert Copeland of the Police, Steve Hillage and Deve Greenfield of the Stranders.

Strengiers.
Jeki Grehem, whosa single Round and Around was a big success, has an Atari Video machina and is thinking of buying a Spectrum, and Kim Wilde Is

also into home machines We couldn't gat hold of the ones who were on tourin seculsorion holds but rest assured there are planty out thare? A spoke man to the band Merillion bast summed up the situation saying "Mark Kelly, Marillion's keyboard player, has one and he takes it everywhare with



Chris Sievy, of Chris Sievy and the Freshies

11 or 12 different labals, hlm, but nobody knows nina cassetta albums, plus what It is and we can't find six ona hour videos. him to find out ."

"I like playing with a more as it's like having an alian baing from another planet. If you do something wrong, it talls you, and it sery educational. I have a son of six and a girl of five and they doodle for hours on them," says Chris.

Marry other personalities in the music business have



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# NOISE OFART

The leaps and bounds in technology have redically changed the way music sounds. Mainfrems members, Murray Munro and John Molloy, give you s guided tour of a modern musicien's instruments.





DS 3 - using an Apple computer Well, we've moved on a bit. We now have a recording contract with Polydor Records and our first single is out and about. it's called Five Minutes and uses the computer almost exclusively for all the music except leed lines and vocals. And we've tound ourselves pitched into the world of commerce in a big way because we are the music specification writers for the company

We've been asked to write this column on the subject at computers in music. And since we are very proud of our efforts in this direction we are logically - going to start with our own scene

Greengete Production

which makes the DS.3

general picture of computers in music Micro-computers have

found many uses in the field of music. The main areas are

Séquencina: Samplina: Composing, Control of MIDI- equipped instruments (More on MIDI next month); Sound synthesis and control of sound in many countries of the mixing consoles in recording studios. Wo

have experience of all of these and will deal with each of them in the coming months. Sampling and Sequencing are closest to wishing to hear what can our hearts, of course - so be done with the art of we will briefly describe our own DS:3 device in this introduction to the subject.

The DS3 is a printed clrucit board add-on for the Apple II series of computers. We chose the Apple for two very good four-track recorder in a reasons. We all had home studio, Apple's, albeit old end bettered, and the machine has very convenient slots for peripheral boards thus personal computer making life much easier for the designer of the professional use hardwere.

software, the system is a Interested in making music

system with 15kHz bendwidth and semple time up to 1.3s using the Apple memory of 64k. The ability to play four notes at once gives the system a greet deal more power and versatisty over

the monophonic samplers. So much so that the DS3 is establishing itself as e professional instrument world. There were three on the Live Ald merathon TV programme

The ectual techniques of sampling sound will be the subject of next month's column, but anyone sampling could listen to our single 5 Minutes or write to C+VG for e copy of Into Trouble with the Noise of Art - a 12" 45rpm single which is ALL made with the DS:3 on a

This made the Disco Charts in the UK and Is en exciting demo of a sampler/sequencer in

We know that meny Together with powerful reeders of C+VG are four voice sampling with computers and we will

be very heppy to answer questions on the subject providing that you write to us et C+VG. Please don't 'phone - we are not normally at the C+VG office Enclose a stamped. salf-eddressed envelope for your reply.

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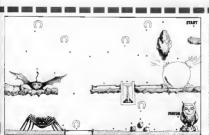
Addictive Games And, thanks to Addictive, we've got a games television to give away to the person who can solve our brainteaser based on the Boffin game. The ten runners up will have the choice of any game from the Addictive

Printed on this page is a diagram of one of the Boffin screens. In the game, Boffin must pass through a series of caves as quickly as possible by destroying all the unlucky horseshoes in each cavern and then touching the resident owl, guardian of each cave

What you have to do is work out the quickest route through the cave by joining up the dots If it matches the route sent to us by Addictive Games, you're in with a winning chance

Send your entry, together with the printed form, to Boffin Competition, Computer + Video Games, Procy Court, 30-32 Farringdon Lane, London ECIR 3AU. The dosing date is December 16th and the editor's decision is final.





GAMES

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Another great new game from **Bubble Bus** 



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You only ased a 'phone, a home computer, a modern end a little imagination to be able to transport yourself to another world. Marchal M. Rocenthal shows how ...

OMPUSERVE is one of the largest and oldest of the telecommunication networks. Many an advengager has cut his or her reeth here. One of the advantages of the interactive games on Compuserve is that many "sets" of them can occur ar once. In fact there are often from ot six different groups playing the same game on the board at one time

Space War is a good starter game, perfect for the beginner One to eight people can participare simultaneously as they attempt to attack and destroy their enemies. Each player controls a spaceship and must destroy all the other players.

The graphics consist of symbols that represent the various planets

and other players Space War requires good nerves and quick decisions. I found this out the hard way, by getting blown up repeatedly. You can form an allornce with another ship, but ultimately you'll still have to get rid of him. Not exactly a situation that beeeds co-operation

The MegaWars series as the bee time game in the States, in fact Compuserve sells a comprehensive manual to use with it. MegaWars One is the least complicated Up to eight people can square off against each other in a real time space battle that uses two dimensional graphics similar to Space

When

MeeaWars Two is much more sophisticated, and deadly There are two teams of four ships each. Each team tries to capture as many enemy and neutral planets as possible Phases weapons are available, as are Photon Torpedoes Good thing you have shields MegaWars Two also features colour eraphics

Enter is the "handle" for 16-year-old Seeve A high school junior, Steve Joes on at least twice a week, more if he can find the

"I find the challenge of Mega-Wars exhibitating," he says, "It's not an easy game to master in requires patience. I enjoy the combut of st, part of the fun is trying to "psych" out the other players, and finding out whether they have the scuff to take me on There was a time when my more chought a light late at night an my room meant I was up studying. It's too had that she knows better now!" Steve loss on at night because tt's the best time to concentrate on playing "That's when I feel really

shatp and quick, uchy trigget fingers you know? MegaWars gives me something fun to do late at night. Besides," he adds. "I'm not spending nearly as much as if I was running back and forth to the ascades And I'm baying a for more fun, too." "Strategy is very important,"

says Captain Alfo, speaking about MeraWars Two. But I can't get through his polite but firm refusal in revealing the secret of his con-

says, "I sometimes sit down and pian my long range moves out, then contact other friendly players by electronic mail Good communacation is one of the most imponant elements in maintaing a good

Stots and reflect on strategy once you're behind the cockpit of a spaceship - that's when you need to let your reflexes take over," He does admit, with a sheepish grin, that "Sometimes I'd rather blast 'em than be diplomane'

Alfo is a denute when he's not blowing up spaceships. He says that the Captain is more of a fantasy role, not like his true self or off

Does he let other players know what his profession is? "Are you crazy." he says "Can you (maeine the traction of one of my Mean. Wars vacums if they ever sat in my chair and watched me come at them with sharp, pointed instru-

A totally different game is Sea-Wars. Here space is out in favour of the ocean You can play against the computer of three other opponents The obsect of the game is to sink all of your enemics' ships by commanding your armada with skill and danne.

These is a special War Room mode where you can meet and talk to other players, as well as your upcoming opponents. This is a good place to get tips from those more seasoned. As in Mees Wars you can enter the game as an 'observer" - monstonny the action around you in order to become more familiar

Salty Sam is willing to ene me a few pointers. "First off." he says. "keep on the move. Never let the enemy get a fix on you because you kept in the same place too long And control those killer instancts?" he adds "Make sure you aren't being suckered into a

Sam is very secretare about her note self "It's not important who you are "out there" in the real would when you're here, shaping your own reality the way you



choose" He proudly admits that he's no landlubbet, and was You have to hooked on board games long remember that it's before he went on the network. I not just you out asked what's so appealing about there all by yourthe sea? "No funny green men." self." he adds. "A he snaps back good set of team The Plan Homelink Nerwork mates will help

has been around for over 10 years. and features outstanding graphics and information capabilities As mush he expected, there usually is a catch when you say something

#### CONTINUED FROM PAGE 181

tke that

In this case only special and capenine terminals could be used. BM/compatible systems could be good, but this bypassed all of the home computers. However, a recent program from Atan allows users to access Plato. The program fools the system mon chinking that the Atan is a standard Plato terminal.

Piato's games combine graphics with a high level of sophistication and elegance. There are over 25 interactive games on the network

Motta is one of the most popular, and is of the sword and society type. The player establishes a character and then goes our in a land ruled by the laws of faneasy and magic.

Some refer to II as the world's most confusing and compelling three dimensional electronic maze, with its seemingly endless rooms and condors.

and corndors.

Large numbers can play simultaneously, and the player can continue on indefinitely (the game never "ends", although each par-

ticular event can be tesolved)
Stillbreath has been immersed in Mona for over a year. By day be does mundane work behind the counter of a bank — but watch our for him when his fingers his

the keyboard

Does anyone know about his
somewhar, to put II mildly, violent
alter-go? "Nope," he says
"Eantasy is fun, but I keep it as
a separate special activity It's fun
but I try not to be fanatical about
playing II too often. I know the

value of money."

Stillbreath started out rather poolly as a warnor. "It took a lot of time for me to become power ful. But it learned from other players, and now I'm pretty good

He has never met his friend Allon face to face. Not does he need to. "Allon and I travel together in the adventure and keep np each other's spirits. Some-

times ti's lonely being a warnor."

Allon interrupts to point out that warnos aren't all that much help at times. "There's no substitute for a good theft" Allon says. Wity would a thef and a warnot travel together? "We don't get in card other is way," says Sullbreath. "The brawn can always go first," Allon chuckles.

Empire is the meat and

potatoes for many an adventurer on Plate. Thirty people can logon the parne at one time to form the four teams, the Kazan, Federation, Romulans and Onons This no doubt sounds familiar to fans of \$100 Team.

Spacelanes is a multi-tuer interactive role playing gene sis in the Gray Sector This is a gladyso of open space and lawlesmens, whose rules are infrequently obejed, and fame and fortune await in bold and daing. There are a variety of sostiment races, androds and things somewhere in between that the adventurer must face He must develop his own resources as he muge his way through space, rannee planes and

unformers disasters.

Spacefanes is text one need, but differs indically in that there is an online referee The designer, Pilor, making suggestions and arbitrating exists of the group playing as that readings agrees.

Each player assumes a character who can buy (or steal) weapons, acquire wealth, and in general just to stay alive — as the Gray Sector is NOT the healthness playe

to be
The date and time for a game session is posted in advance. This gives players time to plan and discuss possible scenanos with each other.

I made a pact with Allswell that we'd be scriet ailies. A whisper mode allows you to speak to a selected person without anyone else knowing.

He and I have been displaying open housthry towards each other the last five sessons, beck, I even eached a bit of his ear off. This, by the way, led iten our standings a valuable bond off a robot messenger who had the bad luck to get in the way of our "light".

Allowell got sid of

his anger as soring pun is teaning off

the tobot's head in the process Somehow I doubt that the other people around like either of us

Every session is a continuation, and your character is saved until you are able to play again — providing of course you haven't been chiled recently A lot depends on the personalities of the humans. I've heard that there are actually some NICE people in the Gray

much

The hardest thing about telecommunications anduld be pronouning that long word. Moderns are becoming simpler to use, more sophisticated and

who was a superior with the control of the control

bility in communicating. This speed a modern handles data is expressed as a bed rate. The common 300 bend type andialysecure 300 bits a second, but more expensive models can select a set as expensive models can stee access 1200 bend, increasing communication speed fines times. These moderns rely on advanced misroprocessors to chistoge tomas letter silence select selections of the other processors and the other selections are benefit to the other selections are benefit to the other selections are benefit to the other selections.

moderns to rise. An acoustic modern regionly disappearing from the marketytace - pings into the phone line and has a set of "Cupit" for a strandard headast to cooke can seek into the time, discussing the data or the headast could were fall out. But they're farrly relable — and they LOOK the way a modern andulid be. A direct way a modern andulid be. A direct to the seek of the

feature, es is knowing when you're "on-lier". Copying a progrem is called downloading. Uploading is the opposite, sending information out. To pass information, both sources must have similar protocol, they

must have similer protocol, they must understand each other. Most software programs can initialise various kinds of procedures, providing that the modern is equipped with the capacity to handle different kinds of protocol. A system is full when it's easy

Sector<sup>4</sup> mean, I know Donothy was taked by the Good can openet — Witch of the N orth what she had

in the land of OZ.
Throughous my electronic travels,
I've discovered that one of the

computer's greates strengths at the way it encourages communication Interactive gaming enables many different people to share thoughts and ideas. As you play with and alongsade other users, you get a feeling of being part of a much greater world, one of inteterants and unsome individuals. I to use it got pretty confusing for the, what with so many different passwords to remember

The, what with so many different passwords to remember All telecommunication networks require compatibility between their computer and yours. Each network has its own rules and regulations that cover hooking my with it.

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mean. I know what to do with

but I'd nevet have had the nerve to stock it in the back of that big, scary Bok on Termus 3, and tell him it was a

licet gun.

It's the different kinds of
"minds" you encounted that make
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Author's bits Resules operating bit
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domestic and overseal
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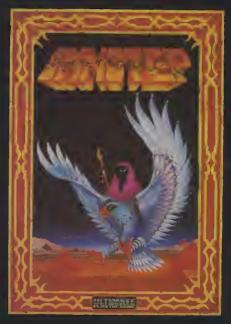




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#### Software COMPILATION REVIEWS

If you can sell something once, you can sell it twice that seems to be fhe current motto of many software

houses

It was a lesson quickly leamt by the record Industry. A hit single can be included on a compilation album with other past hits and sold af a bargain price. The customer sees if as good value for money and the record company squeezes a few extra pounds out of a song.

Now as Christmas approaches, software houses are releasing their old games In compliation packs.

And If you haven't already bought any of the games included in the compilations. many do offer good value for money.

Donning Father Christmas gear, the C+VG review team has sifted through some of the compliations now on offer with a view to festive gifts.



Spectrum, Commodore 64, 58.95. his package really moresents an excellent deal, worth every penny, In some ways Now Games is different from most of the other cackages The games were all ongrnally released by different acitiwam houses

The six on offer are Lords of Midraght (beyond), Snan Blood Axe (The Edge), Strangeloop (Virgin). Pyjamansma (Mikro-Gen), Anabian Mights linisrceptor) and Falcon Patro (Virgini)

All the cames are well-known and it you've stready bought one or two of herr, you will be fargiven for wincing. der you see how much all six can we be bought for Excellent value and a wise buy for the cash

#### THE FPIC

Spectrum, £8.95 Turtile Spitears The Epic offers six Spectrum games covering a vanety of game styles. Titles are A Louid Simpler

Somemania, 3D Blood Dungeon. Snakes Allive, One Man and his Job and Alcons of Tantalus



#### Spectrum, Commodore 64, Amstrad.

Cosan, Software Provects Ultimate and US Gold have also joined forces. to release form well known titles under the name "They Sold A Million Titles for the 48K Spectrum and Amstrad are Beach Head Dain Thompson's Decathaion, Jet Set Willy, and Saher Well On the Commodore. 64 version. Staff of Kamath will molace Sabre Well

#### And for the Amstrad both Jet Set Willy and Atic Afac are being written especially for the omiect. MEGGA COMPILATION

Commodore 64, £7.95 Interceptor Games individually worth E42 are on after here for just \$7.96. Tilles are Takes of the Arabian Mights an arcade adventure packed with spells, magic carpets and dangers, Bigtop Barrier, circus action as the clown performs four deathdefying stunts. Whenk My Roses? a

murdered monk's search to find his bones so he can Rest in Reaco Break Fever, a graphical break dance came with music. Try to master the Intricacres of the Turtle, Donkey Kick and Headsoin. The Coveres of Sittah sets you on a mission to rescue slolen soricultural droids, and

Fronting a war strategy game. Megas Compilation moresents a nice cross-section of arcade-style action Good value



#### SPARKLERS SPECIAL Spectrum, Commodore 64, £7.50

Snakiers Snariel is a "hest of" the Sparklers range of pocket money games available for the Spectrum and ommodore 64

The Commodore pollection has Storay, a strange creature with a hupe appetile who muches away at Glowbuck and Cave Birds for points Then There's Or: Attack where Wric the Brave must kill all the Orn invaders or die, Black Hawke, an action and strelegy rescue game with 30 levels of play, and River Rescue. another rescue game where scientists

The Spectrum collection elso Includes Orc Afrack and River Rescue Added to them are Staneonach a pertious Western shoot'em-up whate the stage must get through and Tower of Evol an ercade adventure ranging over 40 rooms in search of lost I reasure. Each compilation represents fairly good value, remembering that each

#### game originally sold for £2.50 each. HENRY'S HOUSE AND FRIENDS VOL ONE Commodore 64, £8.95, English

Software English Software has already released compilation tages for the Atari with a

iot of success. Now It's the Commodore's turn Volume One contains Heav's House a one-player game, Jet Boof Jack, a 19 screen piatform and collecting game set in a record plant, Neptunds Daughter, a quest to rescue one of

the Sea King's daughters ion the exi



Volume Two also contains Henry's House a strange decision which will surely put off people buying both tapes - and the previously unreleased Soldier of Fortune which follows a

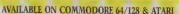
man's search for gold in lemor-ridden underground caverns.



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#### REVE

#### SOFTWARE SPORTS REVIEWS



#### HYPERSPORTS

We chings: CBM 64, Spectrum,
Amstrad.
 Supplier: Imagina
 Prices: CBM 64 and Amstrad.
 ISSS: Spectrum (£7.95)
 Appersports: Konemi's great immulation is just as big a hit on the home micro is it was a this area.

horse, sichery the tiple jum and veraphylitang. Each one sequises good coordination and fast reflexes. This Commodors version fast version fastures tarific abund and results of Fire plus britished graphics. Judy's vesicle? Those

#### SUMMER GAMES II

Mechine: CBM 64
 Supplier: Epyx/US Gold
 Price: E9.95 cassette/
FM 95 clss:

EM.85 disc Summer Gemes 8 has been haved as THE eports elmulation. Amizing grephics and salistio animation have quite sightly serned it save seviews. Summiter Gemes was great but

Summer Games was great but Summer Games it is better. The syents covered are cycling, fencing, knyeking, the triple jump, rowing, the high jump, jevelin and equestres is events. There's exholic of 18 countries you can represent. There are are opening and closing caremonies, swards, national anthorns and competitions against your

competitions egainet your friends' computers. Up to eight people can share in this fun. Judy's-verdict: This is great — especially the high-jump, triple jump and arvalin, they're my awards.

The graphics are as good as the arcades, the movements of the competitors are very calestic and entertaining to watch Presentation is superful prefer Summer Games # because of the others.

#### Judy's Verdict

British end former Commonwealth Heptethlon record holder Judy Simpson knows all about the skill, guts and dedication needed to compete in the world of top cless athletics in seven gruelling events.

So she seemed just the right person to underteke the C+VG sporte gemes review challenge.

Judy and her husband Robbie trevelled from her home in Coventry end entered the speciel erena constructed in e spere few thousand square feet of C+VG's London offices to review this year's top sports cames.

Judy, who owns e Commodore 64, likes



to pley gemes in both the arcedes end on her computer.







#### Machine: CBM 64

Supplier: EpysiUS Gold

nn nn

#### DALEY THOMPSON'S SUPER TEST

•Machine: Spectrum! CBM 64/Amstrad Supplier: Ocean Osuppress Constitution (F7.95 abouting, sycling, spring board (CBM 64), E8.95 (Amstrad) divig and the guest attained by Constitution (CBM 64), E8.95 (Amstrad) divig and the guest attained by Constitution (CBM 64), E8.95 (Amstrad)

a consists of aight new eventa spiaid over two days of

The Spectrum version has clear graphics and a nice screen Great fun with a lot of eventa

at a reasonable price. Judy's verdict: I (hough) it was okay I don't think the instructions are very good and you don't get arrough time to choose things - at least not for





**SIERRA** 





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>Continued from oll indons the use all keyboard or joystick as a means of control Instead New Concepts nvented a minature surflyaged which life own the computer

By applying pressure to the board, real-life surfing moves on be performed. Variations in reather randmans and the arter's Individual details ensure the game is different

everytime just as every new vave is for a surfer Before toking to the sec, the over must make a number of

taires Surfing gear must be solected This depends on the players size, weight age and sex Board length and weight ust also be selected

Once the gear has been ected, the screen changes to a view of the sea from the beach. The surfer must paddle out into the sea, durking through the breakers which vero onto shore and make his way gut to the chosen point

to rairh a wave. Al this point the screen changes to a clase up of the surfer on his wave Points are awarded according to how the surfer performs grigus moves — baltom turn

crankin, off the-lip nut backs blasting, barrel ralls 180 and 60 degree lurve flyt there's the constant inger of 'eating it big' and etting wined out

The game is hard allenging, frustrating and ilimately, very addictive The players score ran be entered into the Hall of Forme alongside the name and scare of the current champion player Should the score he horken o roded message will be given and the player can return the tope to New Cancents and scelve a pritte

Programmer Desmand cenemy 20 has almost inished Chemp Skler which ogain leatures a keyboard verlay — this time two skis. Also planned are Ski Jumper, Water Skier, Sailing,

Skete Boarder, Paragilding ed Hung Gilding. Champ Surfer will sell for round £12 including the

nnalure surfboard Conversions to other shauld follow.



BY TONY TACOUSHI Ring ring ring legal to my feet and deshed to answer the phone.

Hello? Helio Tak It's Orlando from

Aardvark\* Hella I routtered pousing to catch my breath

Tive got something to show you My (alest masterprece)" "Great stuff!, what have you 0012

TVE got two games Firstrack on the Beeb and Frek on the Electron They are superh the grophirs are stunning, the say is amorino the nlawhility astounding, the programming brilliant, the design lobulous."

Himmon Naw I don't like frype - even from the most tolented at programmers. BUT Orlanda has dane it vet again! Soth Firetrack and Frak are superb

preces of software Book and Electron owners are usually storwed of real tan overly games software. But Orlanda has delivered the goods with his latest pieces al gentus Firetrack

and Frek. Orlando's reputation speaks self with lities like Arcadian, Zalaga and Frak for the Seeb and Electron. In last he is one of the very law Beet amountment whase games are eagerly awaited by proud 8eeb

Comesters

Frek rates as a classir on the Beeb and it's set to be the same on the Electron Your covernan has to find his way pround various scallaldings pirking up keys along the way He also us his yayo to knock nastles off their ledges as he riambers around He rismbs up and down ladders and leaps from platform to plotform in his bid to goin the

Make no mistake this IS NOT just another plotform game this is THE platform goine. There are many sneaky twists and solving

the screens will need some real genuity on your part To make II more playable than



se Real version there is no action to start on a biober level. You can also ofter the background and use al ralaur to suit your own toste.

Frak on the Flectron Is everything II should have been on the Book It is foster was fester! There is no llicker on any of the characters and that music ah THAT music as so good

The amphics are identical to the Beeb although I here one 12 dillecent acreens to work through An added bonus is the inclusion of a screen designer which allows the player to set up his own screens to alou

Frok cames on tope for the Electron and will rast you £7 90 Electron owners have been storved of good software but there is now an answer! BUY Frok I posmise you will not regret -

Now on to the The BIG one Firetrack This is a version of the current orrade hill rolled Starfage, But version isn't mule the right word

Firetreck in many respects is better than the arrade original It's as last and the sound is as good But where it really scores is in the graphics. The attention to detail and use of calour is superlative

The object of Brestreck is to battle your way through an asteroid belt to a whete hole You Hy over various colonies in your bid to lind the hale the rolonies defenre systems are activated as

you enter their lerroln. Their ottock comes in many patterns and in many forms. con move your lighter In eight directions as you zoo the aliens to oblivion

At the end of earh wave you encounter a head that I loots hangontally across the screen and you have to pump it full of blaster to progress to the next

The arranhycs and some of oction really make this come The asteroids scrall down the screen and the aliens latter in from all sides — sametimes in sequence, sometimes at will. The detail and ralayrs are stynning and the action just never lets up as you get deeper into the game

There is over 15 minutes of different scrolling backdrap. dely govern to much the White Hole at the end without same real marathon sessions on the keyboord ar joystick Even I couldn't crock this bols.

Orlanda sums up Firel rack In is own inimitable style. "It's gat the lastest kell rate over it's usal total destruction1"

Firetreck should be available om the middle of November on tope and disk (£8.90 and £10 90) A Commodare 64 version is also due sometime before Christmas.



Good news for all those MSX and Amsterd owners who how been frothing at the mouth number consequence of Ultrantee classic games for their machines. Well cheer up and get down to

your negrest softwore store Knight Love, Allen B and Night shode ore all now ownloble for the MSY And Ultimate assures us that all the features found in the griginal versions of the game are all

here to delight and tantalise you. And for Amstrod adducts there's now Sabre Wolf, the chart topping jungle adventure. for you to get you teeth into We know It's vulgar to talk about money but here's what you'll have to pay. Knightslore Allen 8 and Nightshade will set you back £9.95 and Salara Wulf well cost \$7.95 But it's page Christmas and you never know what Santa might bring you

I say chops, heve you had trauble getting held of the seventure game, The Secret ol St Wide's? Up to now it's only been evalleble by mall order. But not to worry . \$1 Bride's School, the software house behind the game, has tioned a distribution deal with Audlogenic

SI Scide's, which must be he world's most unwould software bouse. Is a school on the west coast of irelead where grown women ren pay to find out what school life was like 50 years ego. Strange, sh? Letaly the school een producing games

St Bride's beadmisstress. rienne Scerieit, tells us: 'Our aim is to build St Bride's Into one of the foremost softwere houses in the British

Celling ell Atari owners... Colling all Ateri owners Fighter Pilot from Digital intergration is zooming you way. This tilght elmuleilan runs in 48K and will cost £9.95 for cussette and £12.95 on disk. Over end out.

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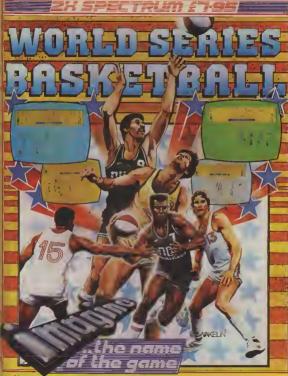
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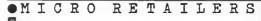
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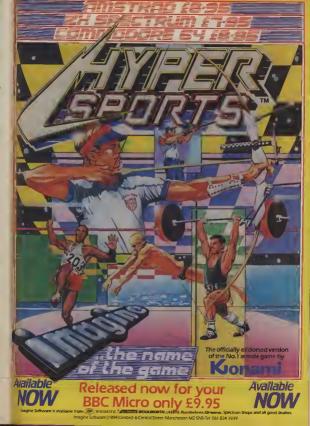
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Science fiction, sword and sorcery, pirates and fairies are the intredients the movie moruls are serving up on the silver screen to tempt you away from your computer and down to the local emporium of celluloid sensations.

One film - The Goonies - has even been turned into a computer game by Datasoft as you will have no doubt read in this month's C+VG

So as the lights go down, the mustc softens and the screen flickers into life, C+VG presents a guide to what will be coming your way over the next few weeks.

LEGEND

lerend is set in a woodland

where humans and forest

who know only love and

-- who lives in his

creatures co-exist in a state of

subtenancan eastle away from

sunlight, wants to destroy all

this by capturing the unicorns

even wou over to become his

Oueen of Darkness. Will her

pal, Jack O'the Green, save the

doesn't 112

#### THE GOONIES

Ridley Scott, the man who Summertime and the living is tetrorised us with Alien and uneasy Bug shot developers thalled us with Blade Runner. threaten the peace of a small is back with a fatty tale of good scaside town to America Bur and evel, light and dark not fot long, that is The Sounds a totally new idea, Goonies are out to stop ther

The Goonies, a gang of kids with uames like Chunk, Mouth and Data, find an old purate map and they set out to find extreme happiness, maintained the treasure which can belo by the presence of two unicorns save the rown.

But skeletons with swords a boobs-trapped underground But the evil Lord of Darkness passage and a murderous ex-- rue for loud boos and hisses convict make life difficult for The Goonies

The Goonses is based ou a story by Steven Spielberg, the man who apparently can do n

Goody, goody Princess Lila is wrong at the box office His track record is cutrently the best in Hollswood, with such day? Will the sun evet shrue ou classics as laws. Close Encounters of the

Randers of the Lott Ark All worth checking out for sheet escapist fun

#### COCOON

Cocoon has already heru dubbed as Close Europaprent meets On Golden Bood Veteran Hollywood stars such as Dou Ameche have been dizered up to play a emun of elderly people living out there last days in a Florida home. browning gently in the

All is usee and tranquil until a group of aliens called Atareans move next door They have come in reclaim friends they left behind on earth 10.000 years ago, cocooned on the bottom of the ocean. The alsens use their swamming pool as a temporary store for the monages

But, unknown to the aliens, the old folk are using the pool for secret swems. The effect on them is dramatic in all but looks the elderly become young again, resuvenated by the mysterious cocoons

Coroon is directed by Ron Howard - temembet him as Ritchie iu Happy Days? Don't be put off because the film is about old people The message is: Age is just a state

of mind



#### MAD MAX - 3

Max is back, mean, moody and magnificent as ever, championing law and order in a post-nactear mehimaer

a post-nuclear nightmare Civilisation has been destroyed and a new society is atowing in the desert centred

on the city of Bartertown

The Thunderdome of the
tide is a place where differences
are settled — violently, his a

sort of "half of justice"

It is into this arena that Max
— played by heart-throb Mel
Gibson — arrives The action is
spectacular, with a stunt

studded finale, Sounds one of the best films around at the moment

around at the moment Great viewing even if you've not seen the two previous films.

#### LIFEFORCE

Tobe Hooper — he of Texas Chansaw Massacre notoriety has launched an attack of vampine space aliens on London, hell-bent on draining out lide energies in his new film Lifeforce.

Not surprisingly, panic ensures NATO forces battle bravely to save us. The special effects are said to

the special effects are said to be resoltingly spectacular. But the effect opinions seem to be manufacture.

What a load of space mbhish<sup>1</sup>

#### JEWEL OF THE

Michael Donglas and Kathleen Tames are reunsted in The Jewel of the Nile, follow up to the highly successful Romanium the Stone.

Jewel is another dose of wild adventioning with encounters



with dervishes, snake charmen and various villams. Sounds fun

#### RED SONJA

Brighte Nielsen as Red Sonja, a character created by Robert E Howard, writer of the Conan stones

stones

Sonja, a sample farm gul —
believe that and yon'll believe
anything — falls fool of the
menacing Queen Gedren and

her maranding army
Sonja www vengerance and
with the help of Annold
Schwarzenegger, forsaking the
part of muscle-bound Conan to
play muscle-bound Kahdon,
ilhai's just whas happens

#### THE BLACK CAULDRON

The Black Cauldron is a sword and sorcery eartoon from Disney involving the evil Horned King's pursuit of a pag with visionary towers which are needed at order to find The Black Cauldron But teenage psg-keeper Tarar is determined that won't

happen
The plot sounds quize
strange but surely Disney
wouldn't spend five years and

#### 25 million dollars on 2 dnff film Would they? THE BOY WHO COULD FIY

Is n a bird? Is st a plane? It's not even Soperman Yes, it's the boy who could fly. Not a lot known about this film as yet except that it's

film as yet except that its being made by Nack Casile and Gary Adelson, who brought us The Latt Star Fighter

#### THE EMERALD

John Bootman's new film is supposedly based on the irize story of a Peruvian engineer who finds himself — bidgagged by Jadjant III year

kidnapped by Indians 10 years before — as leader of a local

Sounds a little like a chap called Tarzan, to us. Lost as a child and later ends np as king of the jungle Probably contridence



Fancy seeing a good morie? Want to get a good sideo from your local tabe store? But you don't know what to watch right? Well stop gesting all flustered C+VG broudly presents a rabid round up of what's good - and had - on the hig and small screens Read and you won't have to watch 300,000th re-run of Wizard of Oz this Christmas!

If you've ever wondered - and which of us basn't? - bow King Tutenkamun died, this film offers a stupid explanation Ben Murnby from Alar Sworth and lones plays a perpectually puzzled professor of atchaeology who unearths Kang Tar's coffin and brings is into the next classroom session back at his American university

Dunne the unveiling of the coffin, the corpse within is accidentally given ten tienes the normal does of x rays by a supid boy with an initialing

The worst thing about bad films rso's that they're implausible, senseless and cheaply made. It's that they're

so deadly dud Although Time Walker now embarks on an all-our imitation of several much berrer films including Raiders Of The Lost Ark, Halloween II and even Psycho, II is a dreary piece of clodhopping hokum which wouldn's scare a child of six

is Beard actually funery To be more exact. is if even a

comedy. The entits probably got it cash when they described this asponshing film as a "laugh-a-minute nurhemare"

Terry Gilliam, the man who made Time Bandets, and who previously did all the wrind animated drawings for Monty Python, has created something close to a masterpiece here. You could call it 1984-with-jokes

Nervous-looking Jonathan Pryce plays Sam Lowry, a minor clerk in a huge Ministry Of Information, who is haunted at night by dreams of a beautiful woman One day he catches sighs of her at the flesh, and desperarely tries to track her down using the Department's antiquated computer system. When he finally meets her, she turns out to be a terrorist devoted to breaking the tyranny

of the Government. Another ann-establishment figure in this would run bureaucrancally benkers is Robert De Nigo as an alleral freelance central heating engineer Dressed from head to foot in SAS-sivle combat scal he swoops into Lowry's flat. mends his beautiff and vanishes away down the side of the building with all the military precision of a commando

Oh, and in case you're wondening about the rate, it's nothing to do with steaming iungles, rust the name of the tune which simmers along in the background throughout

Never mind all the ballyhoo over the recent film of Orwell's 1984. Brazil is a fai more disturbing, moving, hilanous and imaginative effort alrogether I dadn't know whether to laugh or cry See II'

If ever there was a film made specially for shoor'em-up fiends, this is the one. The hero is young Alex Rogan, who

Not really being one of the lads Alex pers more fun from blasting nasites on the Startighter game which stands on his front porch than he does from screeching around in his fnends' truck

One evening. Alex achieves his highest ever score on the game, and there are screams and wild celebrations from neighbours as he does so. Now this may be a daft fantasy film. bur really!!!

Anyway, not long afterwards he is visited by a toyial old chap in a rather funzione looking sports car Gullible Alex isamps in, and soon finds he is on his way to the planet where the Poland live intelligent aliens with buse hald foreheads

The old fellow, you see, is called Centaurs, and he deliberately planted the Startiehrer machine on Earth in order to find our which Earthline would be best suned to becoming a real naxivblaster Sure enough, even now the dark forces of the Kordan are massing to invade Strangely, Alex shows little enchustasm for life in a stansgalactic multi-storey car park, and insists that Ca take him home.



Jonathan Proce from Brazil

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by the AIO or ISTO other recorders. Many pro-monocards became programs are only selection on data and not cassastic. Used now only a small proportion of Alan Computer ownersh have been abilit to bersall; from the power and speed of the ISON. Now Salace are present on only ISTS including NAT and FIFE develop with about other credit solicities should also only ISTS including NAT and FIFE develop with about the credit solicities should plain owners to prochase of over 12 including. We BBO other close is over 12 months for owners to purchase if over 12 months for only \$12.46 per month. The total purchase pace over 12 months, with internal at a Bat nata of only 18% is only 12×512.66—5149.52 (APM 20.3%). There has naver been in ballier to the provide systemation access. (APR 32.3%) There had never been a ballon a second institute of the minutes later for Alact owners to buy a Date Const

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## railbag.

. I have not bought your latest issue and having just read THAT letter from Stephen Graham I have decoded to seek 1) I have found that your letter's page is quite acceptable, it seems to me that Mr Graham wants a magazine that would give over hall its pages to letters, and what would be the point in

2)No Top Ten'? Gosh! Wow! Amazine! So it was missed for one month maybe there was something more important to so

3) Terrible renews? They seem to be quite acceptable to me and considerant the C+VG supports more than one computer, I think that the games reviewed extremely well 4) Competitions I would have thought that it was obvious to even the simplest of intellectal The whole point of competition is that if you win, you don't

have to buy the same you set it Irre. Can't Mr Graham take a joke? That is what "Done Buy This obviously west If it is wrong to copy ideas, then how come Elite, which I personally think is the best BBC name of all time is now coming

out on the C647 If that Isnt copying, what is? Or, if you wish who brought out the limit home micro? Whoever it was, why don't they sue all the other companies, as It is obvious that they all comed the first company's idea, and

brought out home micros of their own? 61Maps and tips. Rubbish? Hitch Hiker's Guide to the Universe map? I haven't seen that anywhere else? There is no better Adventure column and what is wrong with plain tips? There are those of us that

7) Typed-in programs The programs are mostly Basic because that is what all of the uputers use 81 Layout Seems OK to me What is the perfect layout? Now I'm not saying C+VG is perfect but there is a small page at the

hasn't Mr Graham bothered to 9) Games News See my reply to apestion two.

10) Games they refuse to release Surely, they reluse to release

them because it isn't worthwe exclusive interview/review and so did Your Committee, seems to me that the company who hought that same out merely tried to get more publicity, so Mr Graham should be having a go at the company, not C+VG 121 The Max Headroom interview Call that writing heel I actually thought that the interview was very good, and in true Max Headroom style, and

st certainly took more than three minutes, or else Mr Graham just looks at the pictures! 13) Graphics packages. If C+VG had reviewed more packages there would have been less roo to show what the ooes they did review can do 14lWhat is Mr Graham going on about? Earlier, he said that C+VG contradicted themselv

but now he is doing it himself! He said that other mags have 89-100 pages of editional, while C+VG has 20:120 pages, not if you average them out should find that the other magazones have 94.5 editional pages, while C+VG has 95 Now, while 1/2 page mucht not seem a lot it is quite large lor an As size piece of paper.

15)Hall of Pame See question

16) I will definitely buy your manazine again, in lact, after seeing your 'secret plan'. I have out in a monthly order for one at my newspersts. And who wants to be serious about everything? Il you take everything serously, you would

have a very long and extremely I find this magazine vorthyhle, and have done since I started reading it from issue two, it certainly use't robbine its

readers of anything, more likely people are robbing themselves of a good read! Thanks C+VG. Murton Mand Опринатан Editor's reply: This was just one

of the hundreds of letters answering Stephen Graham's tpic criticism of C+VG in our October usage. We could print more, but Martin sustaned up many peoples' opinions life good to know that Mr Graham is one of a shrinking minority

· I am writing to say your old magazine was lab But this new one is meua-fabi The new

3+VG is well presented, I leved the cover the new Bushunters Right I must stop licking you

boots. This is the 1st anniversary of me buyons your macazine That Thompson Twin game tempted me to buy it, but after a year of preserving, it still doesn't work! Can I get a decrea

Also, next time you see Stephen A. Graham, smush lvis

Does amoone have Pokes for the Spectrum version of Aurwolf Ive collected the scientist but no more than one It is really an addictive game and I love it acrobably

Editor's reply: With someon with viewe like yours we can't refuse, can we? Watch ldeas Central for Arrapoli tips/Pokes.

· Up until now I have always had a streat respect for computer programmers and for your magazine I considered those people who devise programs for home-computers talented I thought that they had a special gift. I also believed that you and your colleasoes were a decent

BUT, all my behels were chattaged into a mellion manuon that lateful Sunday afternoon when I read your resonut in the fully issue and there on pair 94 was that disgusting slandering statement I don't lay the blame entirely on your colleagues. Eurobard are the suppliers of the so-called "earne" Chicken Chave and the designers of that game are test as much out of line so to speak. But when you wrote this paragraph. The cockerel must defend the chicken house

against hungry enemies, including hedgehoes. All the rest of the world just Iell into a blood red blur Hedgehogs are meat eate but they DO NOT out chickens alive They are known to be inconcervable to me, and any

partial to poultry but only when it is ALREADY dead. It is other sensible human being with an average size brain that a cute little hedgehog would go into a chicken house and chase after some feathery bird when there are much tastier slugs and worms in the region which only have to be lound and not

chased Ohmo dy someone not their lacts wrong and may I suggest that they purchase the boo Hedgehogs by Pat Morris This book is available from the British Hedgehog Preservation Society's Headquarters

For the moment I have not stopped buying C+VG and will continue to purchase it until either the end of the year if some reference and suitable explanation to these slandering

words as gaven considerable damage you have caused to the public image of the native hedishop.

Muddlesex Editor's reply: We all fike hedrehoes here at C+WC ... sorry that our review upset you so much. Laura. I hope we've out the record straight by printing your letter And we'll all know batter won't wa? Mu friend actually has a net hedgehog in his backgarden.

· With reference to Stephen A Graham's letter in the October, 85 issue. If he wants to moan let him do it to Zrav 64 and Crash Here are my observations

1) What is he on about, the letter's pages being so poor? Can't say that I think much of his letter

2) Can't he survive without a Top 10, 20, 30? 31 Renney are terrible? Stenhen you are probably a big-headed

computer freak 4l The competitions are good, and I think Stephen is frustrated because he can't understand

5| A programmer's diary? People do think the same things. especially if they are good ideas. 6) Type-in programs, might be for people who are skint and cannot afford sames 7/The lay-out is good since they

changed the mag. 8) Crash and Zzap 64 are rubbish You see that when you read C+VG news, its full of

91The only change of FB's boxing is that Frank Bruno has been falled in, and in the review C+VG stated clearly that this was to be filled in 10 Why did you let the freak (Stephen A. Graham) take up so much room in the Mailbag? Please print this letter.

Roger G. Copleston



 I would like to say something to the angule owners who own the game Star-Force Do you do resular checks on the smaticke? I lead in most cases you put your 20p in the slit, press the one player button then lind the ship will not move

constant re-When a joystick is replaced, I have noticed that it is a lour way design. The game is totally unplayable It needs an eacht.

way decree When putting your money mto any machine that down work properly, are you entitled to a refund? This may sound stupid, but, I have put many a 100 in a machine that doesn't work the way at should

Now a message to all software houses, please please make a conversion of this wonderful game on to the C64

Finally a tip on the name. His as many question marks as possible as this will gain you an extra ship.

Gary Jaron Editor's reply: Nice to hear Irom an arcade same player. Hopefully the arcade owners will heed your pleas. Gary, And you should be entitled to you money back if the same doesn't work properly. You must be prepared to make a fuss though. Let's have gaore letters

. In reply to your request in September's assue for views of other Acorn gamers I thought I had better write in 1 bought an Electron in June 84 after deciding on that rather than a C64 due to the supposed compatibility of the Electron to the BBC. Now I regret it, now that I have seen that you simply

seem to ignore me and my

from arcade fons

lellow Electron owners. The BBC still gets a fairtsh look in despite those complaints from the owners who are not satisfied It is the Electron which sets left out You admit you do not support machines which are not popular with your readers How many Acom users read your mae! Do you really know? The combined Acorn user base in the UK is around 600-700,000 which is nearly as many as there are C64s. I know its not all your lault but there are a few adverts in C+VG for Acoms - they do exist. The user bases of C16s. Atams and MSX

The previous are all for the C64/Spectrum owners with the odd one for the MSX, Arristrad and BBC. Do not say there are none for the Electron 'cos there's plenty of soltware amound and ome of it is worth reviewing Hint - when reviewing a game

for many micros, ee Confusion or Combat Lynx, please give marks for all the versions, not Ladmit I tried to sell mi

Electron to buy either a C64 or Atam - no one wanted it

Editor's reply: I think you've answered you own question when you adout to trying to out rid ol you Electron, Gary. reckon your figures are a bit high, too. But the lact remains that software houses aren't supporting the machine as much as other more popular makes for olysloss reasons. We'll review Electron games when we can persuade the makers to send us review copies. Are you listening out there ?

 We are a national charity set go to help parents and professionals dealing with Down's Syndrome children

Our membership now stands at approximately 4,500 and have an aptitude for computer games and educational programs. As a result of this, we have had several engumen over the past year as to what is avadable in computer software that may be of help to parents

and teachers May I, through your magazine, appeal to any soltware manufacturers who could let us have losts of what is available so we can pass this on

to our members Marrie Ereste Journs Chadrens Associate 4 Oxford Street andon WIN 9EL

Editor's reply: Please help by criting to the above address. I have owned my Atun 800

and duk drow atc for over those vesce now and recently decided to buy a Commodore 64 to see

I did expect the games aspect

of the Commodore to be as good as, if not better than, the Atan which was hard to believe

I was very wrong indeed Not only did most of the programs crash if a wrong key uses aressed but the eraphics sound and animation were way below the standard of my trusty old Atan. One of the things which dissippointed me mos so-called advanced STD chip which did not sound too advanced to me at all, especially when it was trying to produce sound effects. It also seems very unpredictable as in many

moural sames the sound does tend to so way out of tune quite

I did try to learn some all its so-called Basic but gave up accordingly While Atari Basic is right years behind the times, it supports all marrhies and sound correnands and is generally superior to Commodore Basic I think if a devoted Commodore user saw an Atam commuter really working he would turn blue with envy, sell his Commodore and buy an Atan straight away That's if the Commodore user has any sense

I have since sold my Commodore for buttons which is all that its worth and would never trade my Atan in lor anything seeing as it's the best 8-bit home computer you can

l only wish you would support the Atan as much as the other, low grade, computers Il you did this a lot more Atan areat magazine

Editor's reply: Atari samers are amonest the most loyal to their machines. But I reckon your comments could start quite an argument on these pages...

 My Iriends and I are facine a problem and we hope that you may be able to help us. We are all proud and happy owners of the Vectrex video game system Between mysell and my friends we have nearly all the cartridges that were released for

the system in Australia Due to the derrose of Milton Bradley as a video game firm we were stuck with only the initial release of some 20. catridges. As you may have

cathered by now up are searching the world for all the unreleased cartridge

We have already sent away to America and we have bought (with an incredible amount of dilleculty) the 3D courles plus three cartridges made for the

goggles.
The only problem now is that our contact has left America an the firms selling the last lew cartridges are reluctant to send

I have been an avad reader of your magazine for quite some tune and if I recall correctly you held a competition and the prize was a Vectors light nen and cartridges. We hope that you can gave us some information in regards to the light pens its associated cartridges as well as

the cartridges listed Il you know of any farms in Britain with these accessiones. we would be immensly grateful il you could send us the limi's particulars or publish them.

Australia Editor's reply: You probably know more about the poor old Vectrex than we do, David. But maybe one of our readers can help you out. If you can write to us, we'll pass the information.

· I would like to tell the readers of C+VG about a software club that I joined recently I had been looking for a good club and Preview Software Clubs advert Inoked promising so I sent off my \$1 hoping not to set apped oll. Four days later I received some software lists a news letter: a form for introducing new members for which you receiv a \$1 youcher I samed four pounds in a few days. Also a £1 voucher for money off my lirst

But what really pleased me was when I came home at five o'clock in the morning after etting my cars engine on fire while still 150 miles from home, to lind on the mat two U.S. Gold games 19 95 each), five pounds in vouchers: two letters and a package, plus a cheque for \$5 which I had sent earlier Preview can be contacted at PO Box 87, Solihul, West

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